

SHADOWLANDS

BY DAVID A. HARGRAVE



Arduin Grimoire III

ISBN 0-940918-46-8

Stk # 82-016

Shadowlands

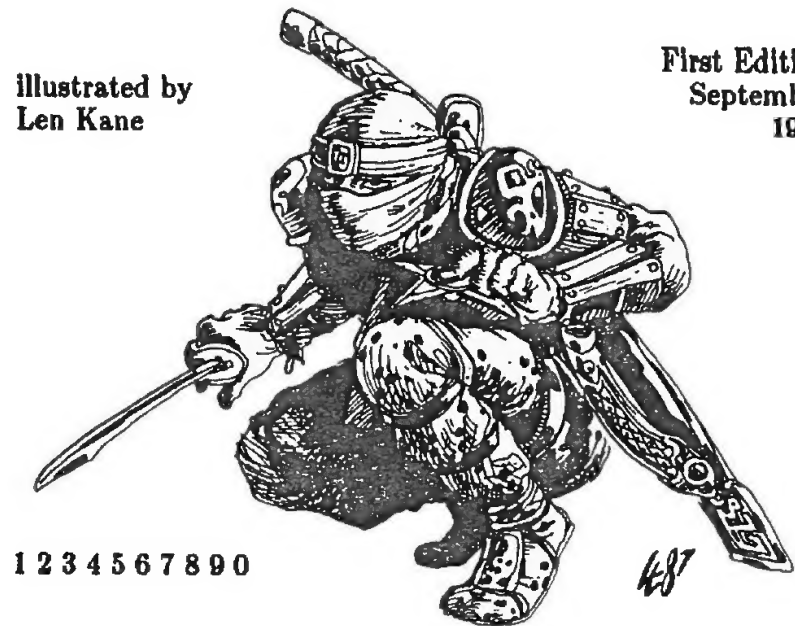
Arduin Grimoire 113

copyright 1987 by
David A. Hargrave

Published by
Dragon Tree Press
1085 14th — Suite 1502
Boulder, Colorado 80302

illustrated by
Len Kane

First Edition
September
1987



1 2 3 4 5 6 7 8 9 0

Table of Contents

	Page
Dedication	3
The Arduin Three Campaign	4
Arduin Customs	5
The Underworld of Arduin	8
Shadowlands	10
More Legendary Gems and Jewels of Arduin	12
More Old Legends of Arduin	15
The Cult of the Crimson Kiss	20
Psi-Rogues	26
New Magik	30
New Illusory Magik	31
New Druidical Magik	32
New Runesinger Magik	33
New Arduinian Priestly Magik	34
New Runeweaver Magik	35
Notes On Magikal Competence	37
Demonic Magik	38
The Soothsayer (New Character Class)	41
Pahdha-Hha (New Character Race)	46
New Critters	49
Arduinian Felines	54
Courtesan Encounters	57
Arduin's Famous Courtesan Houses	59
Optional Chart for Day to Day Thieflly "Earnings"	61
Optional Special Abilities Chart for Orcs, Deodanthas and other "Nasty" Player Characters	63
Arduinian Clan/Tribal Names	65
Alchemical Stuff	66
Available Alchemy Price List	69
More Orc Alchemy	72
Herbal Concoctions	76
New Treasure, Artifacts, and Other Arcane Items	80
Odd Weapons of Arduin	84
Odd Technological Weapons and Other Doo-Dads of Arduin	86
Notes on Mythic (and other) Metals	89
End Comments	90

Dedication

During ones lifetime, there will (hopefully) appear a very select few friends that, in truth, qualify as "heros". This last year Three such make themselves known in my life:

Ron Pehr
Dave McFeely
Bill Garner

I've listed them in their order of appearance only, for they are equals in all respects even though each aided me in vastly different ways. So, should you ever have the privilege of meeting them at some future date, give them the honor due to heros. I do.

This book is also dedicated to Brigitt, so far away yet so close.

Honorable Mention

Leonard Heid, Mike Nelson and Mike Redd also gave of themselves greatly in aiding me this past year. Thanks, guys, I won't forget.

And, as always, my thanks to Ben and Mary of Dragon Tree and Jim Mathis of Grimoire Games. Their steadfast loyalty through the years is awesome but then what else can you expect from such fine people? You're the Best.

Foreword

I would just like to repeat a part of the foreword from my first book: ". . . I appreciate all constructive criticism as well as compliments, so feel free to write me direct . . .". I'll also add a reminder to enclose an SASE to insure a prompt reply and thanks for writing!

David A. Hargrave
4250 San Pablo Dam Rd - #14
El Sobrante, CA 94803

The Arduin Three Campaign

My campaign has, over the last 12 years or so, undertone many, many metamorphoses. Each change or changes reflecting not only what was going on in the game itself but also giving an indication of how my own life was going.

So it is now with the "Third campaign", as I regroup and restart after major changes in my life. Old ways and people are now just so much (painful) history as new friends enlighten and enrich my campaign and my life.

Some 100(!) years have passed in Arduin and only a very few old characters (and friends) remain amongst the hordes of new faces. But that is OK by me, for after all, life is just one long series of changes. Those that can't cope or adapt will surely pass into the past and be forgotten.

Bad heart and all not withstanding, I intend to remain in the "battle" of life and to remain your friend (and chronicler of Arduin). You, the reader, have always been my friend (and Arduin's) and I thank you for this. Friends are good things to have, and I still have many good friends but, best of all, I now have Brigitt . . .

Arduinian Customs

This section will give readers some insight into one of the more common customs extant in Arduin. The hope is you will get ideas for your own world/campaigns. Enjoy!

Bribery

This habit, while not rampant, in Arduin, is none the less a well established fact of life. Usually referred to as "squeeze" or less frequently as "Jackgaff", it is most often encountered whenever the government bureaucracy is involved.

You must always remember that bribery is never obvious or overt but always "on the sly" as it were. Should you blatantly try to bribe someone, the very least that you'll do is greatly anger them (with variable consequences) and there will even be a chance you could get arrested!

Note also that it is "bad form" to over-bribe or under-bribe — both of which could also get you in trouble.

Here is a short list of situations (and amounts) where a little squeeze may be in order:

- 1) When asking for information about road conditions etcetera ahead from a country-inn barkeep. (5 CP—1 SP)
- 2) When trying to leave/enter through a city gate after it has closed for the night. (1—10 SP)
- 3) Whenever stopped by the city watch or militia (but only for minor infractions). (1—10 SP)
- 4) When trying to get an appointment to speak to a noble (of whatever rank). Frequently "squeeze" must be used to get past gate guards just to see the guard captain who then also receives his own squeeze. This gets you to see the major domo of the noble's household, who, if properly impressed with his squeeze, can get you the appointment you seek. The "harder the squeeze" the sooner the appointment." (Whatever the traffic will bear)
- 5) As per number 4, but pertaining to getting an audience with some powerful magician, Priest, Sage, etcetera, ad infinitum. Each with their own greater or lesser hierarchy of flunkies . . . all ready to "put the squeeze" on prospective visitors.

These few examples should give you an idea of what life is like in Arduin. But just so you can really get the message, I'll tell you a true story concerning a character in my first Arduin Campaign. I call it:

A House, A House, All My Gold For A House

Zorei-La Sunsword was a hard-bitten veteran of many combats; a world travelling Amazon of no small fame who was good friends with many ranking nobles in Arduin. Barely surviving her aborted attempt to rescue the Baron Elric of Dragon Keep (yep, That Elric) from the clutches of the evil demon lord, Cimmeries, she had decided to retire — at least long enough for her numerous wounds to heal (and giving herself time to accommodate her weapons skills to the permanent loss of her left eye and three fingers of her left hand.) So, wanting to be close to her main sources of information, she decided to purchase an apartment in one of the better areas of Talismondé, capital city of Arduin.

Now, buying an apartment sounds easy, right?

Wrong! In order to qualify for actual ownership of any real estate in Arduin, she would first have to become a citizen. Off she went to the bureau of immigration. The first squeeze was put on her just to get past the two militia guards at the door; 2 SP. Inside the waiting room she saw about 60 people already ahead of her. To avoid a very long wait, she let the clerk in charge of assigning numbers to those waiting take her for 2 gold sovereigns! The high cost was due to the fact that she had to pay more than those ahead of her had in order to be seen ahead of them.

As it turned out, she hadn't out-bid them all, so had an hour wait anyway. Once she got to the permits clerk and explained what she wanted, it was another 5 gold sovereigns to insure that her petition for citizenship would be heard by the examiner sometime in the next 30 days! As it turned out, her hearing came up 16 days later. The hearing went as expected; her references and letters of support from her numerous noble friends made her acceptance a foregone conclusion. As she paid the 10 GS citizenship application fee, she also added 100 GS as insurance and to make sure her citizenship was promptly¹ granted.

It was, then and there and so, 17 days and 117.1 GS later she went back to buy her apartment. End of story?

Nope! She now had to go through another 10 days for getting her city occupation and ownership permit. This cost her another 35 GS. During those same 10 days she also spent an additional 25 GS on the five families living in the 6 unit apartment for without their unanimous agreement she could not buy into their "co-operative apartment complex".

There you have it. Her cost, not including the actual apartment cost (that was 10,850 GS). She had spent a total of 212.1 GS!

Deduct the 45 GS for her citizenship and city owner's permit, and she had to lay out 167.1 GS in "squeeze" to get what she wanted. It only took 25 days to do it (that's a good time for Arduinian problem solving!)

Special note: Houses, apartments, and other such things are usually very difficult to obtain in Arduinian towns and cities. Don't even think about land to build on! So costs (and squeeze) are high, very high, where such is concerned. Kind of like New York City, I guess . . .

1) There is usually a 30-90 day waiting period to receive one's citizenship.



A deodanth takes an elfen head.

The Underworld of Arduin

The Great Wurm Road

This section deals with that underground area of the Arduin world that is known as "The Underworld" generally and by the appellation "The Great Wurm Road" in Arduin.

It is a series of interlocking and interconnecting caverns that spans the entire world. As deep as seven (7) miles (or more) and never less than 1,000' beneath the surface, these dark passages run the gamut in size from mere inches to miles in width/height. The infamous and near-mythical Black Opal Sea¹ is just one area of these caverns that girdle the world. Other "well known" (at least in legend and tale) parts of the underworld are:

- A) The "Caverns of Blood" under the Mountains of Madness
- B) "Hell's Stomach", under the jungles of Green Hell
- C) "WurmHole", under the desert-like "Great Burn" in Arduin
- D) The "Shadow Cascades", supposedly under the Mickleback Mountains
- E) "Echo Scream", somewhere under the plains of the Great Grass Forever
- F) And a place rumoured to be directly under the Royal Palace in Talismondë Arduin, simply called "Whisper Dark".

All of these kinds of areas have at least three (3) major things in common:

- 1) They are imbued by/pervaded with intense evil of the "elder" or "old dark" kind.
- 2) All are abodes of some of the most awesomely awful monsters.
- 3) The "Great Elder Wurms of the Eldest Dark" live in or travel through them, constantly.

Many of the areas are known or suspected spawning areas for everything from Bonewurms to, in one instance, Orcs²! Thus, they continually replenish their terrible denizens' populations.

¹ This underground ocean is, in legend, under the south polar ice cap and, so it is said, it is more than 1,000 miles by 800 miles in size.

² The original spawning pits where the ancient race of Kthoi first "grew" orc-kind is still rumoured to be in perpetual operation but the exact location of this place is not known.

Many bloody altars and forgotten fanes have their residence within those dark precincts. Many priests (and magicians) who follow the ancient evils (or who have "patron" demons) make their abodes down in the deep darkness of the "underground world". In short, it ain't a nice place.

Fortunately, most of the caverns are through physical barriers, not readily accessible (thank all the gods!!!) from "above", nor is above ground readily accessible from below (thank all the gods once again!!!). Even so, from time to time, these dark caverns wield unholy influence (either directly or indirectly) upon the upperworld. Thus, also from time to time, heroes of various stripes venture downward in the hopes of stemming, even minutely, the times of evil which well out of those noisome depths.

Many of the lethal "giant" arachnids and insects originate from the stygian caves. The original spigas were created someplace in Hell's Stomach.

Some old legends even whisper that a few of the ancient Kthoi, long thought to be extinct, still linger on in the deepest bowels of the Great Wurm Road.

Finally, there is strong evidence to indicate that these caverns are actually becoming larger and more extensive for some unknown reason.

Shadowlands

Beyond the newly discovered Ebon Gate of Lost Shamballah lies a world (dimension) of perpetual darkness and shadow. Totally unknown to man, demon or god till now, this land is bizarre beyond belief.

Those few intrepid adventurers who have ventured into the 'ever shadow' (and fewer still who've returned) tell us the following:

- a) Magik, at least as it is known now, simply DOES NOT WORK there.
- b) Death DOES NOT OCCUR in the shadowlands. However those who took/received "death blows" there and then returned to their own world, immediately succumbed to the now (not before) blood-spurting wounds!
- c) Elven-kind, without fail, go totally insane (usually in just a few minutes) in the Shadowlands.
- d) No form of technological energy (from electricity on up) will work there. None.
- e) Visibility in the shadowlands is always 13' regardless of light sources used (or not).
- f) "Something(s)" stalk this place that leave only headless bodies behind. Said bodies still live but the mind and soul is missing along with the head. And, of course, said bodies die if taken out of this terrible place.
- g) No two penetrations have, as far as can be ascertained, ever come out in the same place. Everything from plains to mountains to dismal swamps have been encountered. However, more often than not, those venturing there usually emerge amongst deserted (and/or ruined) cities. Different each time but obviously not constructed by/for human(oid)s, the strange, squat triangular doors and octagonal windows as well as the wide and low furniture all point to a totally unknown race, the whereabouts of same being just one more of the mysteries of Shadowlands.
- h) It is known that at least one Greater Demon (Cimmeries) ventured there but was "driven out" by some force or some thing.
- i) The temperature never seems to vary from a chilly 40 degrees fahrenheit, regardless of where in the shadowlands (even the swamp!) one ends up at.
- j) There is no hunger, tiredness or fatigue in this strange world. No sleep either - thus those who stay "several days" become increasingly irritable and grumpy as the total lack of dreamtime/mental rest begins to sap their mental stability. Some

have even become temporarily insane (with intense paranoia).

- k) The "draw" of this place (besides knowledge) is that every one of the infamous "black metals" (see previous Arduin Grimoires) as well as gems like black and rainbow diamonds, seem to be quite abundant.
- l) There are at least ten (probably hundreds) of newly-discovered "gates" on the shadow plane that lead to previously unknown dimensions and worlds. In short, the shadowlands are a dimensional-temporal nexus of the same magnitude as Arduin.
- m) There is a rumour of a legend, nested in a long forgotten tale that says the shadowlands are "where the first, primal, Gods went to die and their tombs are there still."

Final Notes: Though little is known of this place, (how big is it? is it outside of normal time? etc. etc.), what can be stated with a good degree of certainty is this: now that the way there is known, there will be a steady stream of adventurers poking about in its nighted realm. So be careful...



The return of the Brownie Corsairs!

More Legendary Gems and Jewels Of Arduin

The Blue Opals Of Arduin

A necklace of twelve (12) perfectly matched blue opals, each of 400 carats and one (1) of 1,080 carats. The "blue opals" are all midnight blue and brilliantly striated with swirls of silver and gold flecks. As far as is known, no other opals of this color, clarity and "matched evenness" exist anyplace in the world. Many say they have "healing" powers. First mined by the dwarves of the Mickleback Mountains in Arduin some 360 years ago, it became part of the Royal Panoply (crown jewels) shortly thereafter. However, 108 years ago, during the fall of the Royal House of Margalen, they (along with several other pieces) disappeared. Though missing since then, common rumour has them located in Viruelandia to the south, most probably in the possession of the Guild of Thieves' Grandmaster. Its value? Reportedly about 250,000 GS.

Shadow Egg

This one-of-a-kind wierd stone superficially resembles a black diamond with a surface that seems to move and shift "like a bowlful of shadows". Ice cold to the touch, this flat-sized gem seems capable of utterly and instantly absorbing all energy (regardless of potency or kind) that strikes it. It is also rumoured to be itself some sort of gate or "window into other places" but this is not confirmed. First found by a party of adventurers delving down into the Great Wurm Road some 120 years ago, it has appeared and disappeared frequently since that time, each time surrounded by murder, mayhem and missing people. Where it is now is unknown, though it was last seen 3 years ago in Ithalos (where six ended up dead, two more missing). As much as 3 million (3,000,000) GS has been paid for this gem. Seek it out at your peril!

(The) Captive Thunderbolt

Another one of a kind gemstone of unusual properties. It resembles nothing so much as a 13"x3 1/2"x1 1/2" "frozen lightning bolt" that pulses and glows with a brilliant blue-white light as bright as three lanterns. It is connected to an 18" orichalcum chain (weighing 28 ounces) by a black diamond "pin" (about 3 1/2"x1 1/4" diameter) that pierces one end of the "bolt". This "gem" was first noted more than 2,600 years ago in the fragments of the "Rune Death Chronicles" that

were discovered in the ancient ruins of Khorianian, "The Eaten" city. Since that time it has passed into/out of the possession of many of the Arduinian cycle's more noted personalities. Pyroman of Penelphia, Morgorn of The Mists, Waragen, called "The Wild", and Gandolyn The Golden to mention but a very few. Considered to be a "true talisman of order", it has too many proclaimed (but never substantiated) powers to be listed here. As much as 900,000 GS has been paid for it at one time and its current whereabouts are unknown. However if you really must search for it, I recommend you start looking in the Heaven Wall Mountains for a hermit druid named Khemelpas. He might be able to tell you more (because I won't).

Shambohr's Eye

A lavender star ruby about the size of a cantaloupe (7,086 carats) that has been cut into a generally spherical shape but with "ten thousand facets". Little else is known of this splendid ruby save that it has been around at least 400 years and swamp saurigs seem to (for some unknown reason) venerate it and hold it in awe. The last rumours concerning this stone centered on "Lost Shamballah".

The Black Sun

A huge (basketball sized!) black pearl first brought up out of the Boiling Sea some 90 years ago by a wandering Sea Elf clan, it has since seen twelve (12) owners, all of whom mysteriously died (by turning black and melting into a sticky gool) The last owner was a Falohyrian magician named Quandro The Inquisitive but, since his death (see above) 3 years ago, the whereabouts of the pearl have been unknown. What is known, however, is the price Quandro paid for it: 180,000 GS.

Lukinoor's Bane

This orange-sized emerald (2,415 carats) was first seen at an auction of "rare stones" in Melkalund (Arduin) only nine (9) years ago. The sellers (auction house) have steadfastly refused to say anything about the emerald's origins (or anything else) save for its ominous name. The stone was purchased (for a price of 265,000 GS) by the famous Ghjorfarian magician, Akulos the Shining. His whereabouts (and the emerald's) has been a mystery ever since the purchase. He has not returned to his home in far Ghorfar nor has the College of Magiks heard from him. Many of his colleagues have become worried enough to post a 1,500 GS reward for information leading to the discovery of his whereabouts. Inquire at any College of Magik for more details.

Padmah's Heart

This is a dark pink crystal of a smoothly contoured, "heart" shape and some 3,000 carats' weight. Its price of at least 100,000 GS* is far in excess of the actual value for such a gemstone. However, as it is reputedly the receptacle of the priest named Padmah's "life essence", this high value can be understood. Padmah was a near-legendary healer and follower of the God Tarong (The Timekeeper) who lived (and died) about 450 years ago. Since that time, the "heart" has been used by other priests as a "healing stone". As such, many "miracles of healing" have been ascribed to it. The sad thing is that it was stolen from the Temple of All Faiths in Rosewater (Arduin) two (2) years ago by the red dwarf thief (and murderer) Moshatt Von Paulus. This insane being slaughtered four temple acolytes in a most foul and nasty manner in the course of the theft. The College of Religion has added their own reward of 7,500 GS to the 2,500 GS (10,000 GS total) reward posted by the crown, for the bringing in (dead or alive) of this horrid dwarf.

* The College will pay 20% of the value as a "recovery fee" for the gem's return.

More Old Legends Of Arduin

Ess-Khar-Ghoe*

Supposedly it is a now forgotten tunnel complex that, literally, spans the globe (running even beneath the oceans). These tunnels are, legends say, *still* traversed by "shining metal cart-trains" that stop and go as if "of a mind all their own". Over the years (in a game played in my campaign) a *very few* player characters have actually stumbled upon the reality of this legend. But, as the last was many years ago, and *all* have been rather tight-lipped about said encounters, all that can be added to the "General Legend" is a true rendering of the above name*: "S" CARS - GO. You figure it.

Zanche's Head

Sort of the reverse of the legend: "Jonkhor the Headless" (see A6 VI) in that this is reportedly an apparition of a "glowing head floating through the streets" (of the town of Leiberton) in search of a body! It seems as a poor sod named Zanche was murdered by a jealous business partner and chopped into small pieces to hide the crime but, 13 days after his body was scattered (some parts buried, others burned and their ashes scattered), the head reappeared at the shop of the murderer. And it kept reappearing each night at the 13th hour to moan, howl and gibber at the door of the murderer.

The town authorities finally got the message and arrested the culprit. The murderer soon confessed but, in terror of his punishment, took a hidden poison capsule and died before he could be made to tell where the body (parts) was/were buried. So the head still returns to that town (usually in the area around the bazaar/marketplace) on dark and moonless nights. And many who have run into it *swear* it tried to "remove my head and put itself in its place!"

Khember's Curse (aka: The Circle of Death)

Khember was a Druid living in and tending to a grove of thirteen (13) weeping willow trees set in a perfect circle near the banks of the Crystal River (between Great Silver Mountain and Five Devils' Mountain) in Arduin.

However, this grove had been, at one time, *sacred* to a small clan of woods elves who lived nearby in the Weeping Woods. They had called the grove "Greybeards' Circle" and venerated it at each Solstice and

Equinox. During the Elf-Human Wars, the clan had been nearly wiped out, the survivors fleeing out of Arduin. Some 30 years ago (after nearly 2,000 years absence), the reborn Elven clan returned to Arduin only to find a (*hated*) Druid in residence in what they considered to be *their* sacred ancestral *holy* place.

They waged a *near* "war" for 5 years in an attempt to drive the Druid out and *failed*. Enraged, three of the youngest (and most hot-tempered) Elves ambushed Khembar and wounded him badly. Following him into the grove they caught him and proceeded to nail him (upside down) to one of the trees! It took him 80 hours to die but, with his dying breath, he cast his essence/soul into a terrible curse, the *exact* nature of which that Elf clan has *never* revealed publicly.

Suffice to say, the 3 killers died within days as did several others of the clan and, from that time forward, *no* being with *any* Elven blood can ever *safely* enter this grove. And, on each solstice and equinox, the tree he had been crucified upon "weeps blood instead of sap" from midnight to midnight. But, oddly enough, the grove has become a veritable *heaven* for all sorts of animal life and *all* hunters who enter find their arrows always miss, their traps always sprung (and empty) and so on and so forth. Needless to say they avoid this 130' diameter area assiduously.

Odd Walker

This is a sort of "generic legend" in that it is known, or has analogues, in most every nation upon the world. It predates *all* written histories and *may* be Kthoi originated. The legend concerns a human(oid) which is the "epitome of utter evil" and appears from time to time to "herald dark times, wars and other such apocalyptic evils". As his race can apparently be *changed* (a Hobbitt one time, a human another, etc) to suit the place he is going to, there is no real knowledge of what he truly looks like (or even what he/it is).

What is known, however, is this: regardless of its shape/guise, his eyes will "glow a baleful emerald green-like fire" in shadow or darkness; he *always* walks, never rides, everywhere he goes and has been known to travel as much as 3,000 miles in a single night in this manner! Best guess is that he can "hell walk" to cover such distances. Finally, *no* non-magikal hurt or attack can affect him, and even magikal ones seem to have only 5-10% of their normal effect against him. He has been "killed" many, many times only to reappear in later times and in different places. Many think he is some "Greater Demon" (mainly because of his "powers" — too numerous to list here), while others feel that it is a "manifestation of the essence of the evil in the world."

Whatever the answer, his appearance is *always* the harbinger of awful times and disastrous happenings.

Blood Mother

This legend has its origins in that radioactive and desert-like scar upon the Lands of Arduin called: "The Great Burn". Hidden away somewhere in its eerie glittering glass sand wastes, "she" has supposedly laired for more than 2,800 years. Never leaving her noisome nest, she lures unwary (and foolish) travelers with psychic images drawn from *their own minds*.

What her victims actually see is *not* known as none who have been thus "called" have *ever* returned but their fate can be closely guessed at. She mates with the victim (*always* a male) and then either devours him or lets her spawn/children do so. For it is *she* who is the mother of those hideous creatures called "The Brood".

That she exists is most certain, though *none* have ever lived to see her and leave. So none knows what she/it now looks like. However, speculation has it that she is (or was) one Khiralee the Impetuous, a magician from Melkalund of the 17th Circle of Power who vanished while "investigating" the Burn. Radiation and wild magik would/could have mutated her horribly (and driven her insane) and the passage of time tells the rest.

The Brood

These nearly mythic creatures/beings are almost never seen or encountered yet persist as frightened whispers behind barred doors in the dead of night. While their exact number is not known, it is thought they travel in groups of 7 to 13 most of the time. Generally described as being dark or black skinned humanoids with glowing yellow-gold eyes, their *individual* appearances (at least the descriptions thereof) vary *wildly*. As short as 3¹/₂'-4' tall and as tall as 8'-9'; with 2, 3, 4, even 5 arms and 1 to "many" eyes (3 or 5 being the "norm"). Scaled, "troll skinned", "smooth as glass" are all descriptions of these dire beings.

All are ferocious "cannibals" that bloodily dismember and eat *everything* they can catch. Most wield magik of some potency but few ever wield weapons. Thought they *don't* wear clothes per se, they do, from time to time, wear a belt, boot(s) or piece of jewelry in a haphazard fashion. Over the centuries many caravans that passed near the Burn have been found "utterly destroyed and in a bloody shambles that gives forth *no* survivors". And occasionally there have been

mentions of encounters with them in the caverns of The Great Wurm Road (see appropriate section, this book).

That they can be killed is amply demonstrated in the tales/legends of their encounters but also amply noted is the great difficulty in doing so. For example, an excerpt from the tale called "Johart's Barent Into The Caverns Of Night":

"... and as the mewling and slaving things raved through the depleted ranks of the encircled band of adventurers, Johart called forth the Blue Flames of Giraduur upon his encorcelled black "Haji" and clove one of the demons breastbone to waist. Howling its anger, its hideous wound afire from the sorcerous sword stroke, it grasped the blazing blade in both clawed hands and wrenched itself off of the impaling metal! Staggered backwards by the sheer violence of the creature, Johart barely had time to put his magikal shield betwixt himself and the still attacking beast! Even so, the face of that never before scarred shield was rent asunder and Johart, his arm shattered, was knocked to one knee!"

It goes on but the implication is most clear . . . this is one legend it behooves people to leave well enough alone!

The Night Lover (aka: The Black Kiss)

This legend is rather an odd one that *does not* concern death and destruction though to many it *is* horrific. Simply put, men (only) awaken to find an indelible mark just over their heart in the shape of a woman's lips. Those thus kissed then become "great lovers" and have hordes of women seemingly irresistibly drawn to them. They become obsessed (*always*) with women and with "loving" them.

This "orgy" lasts a full thirteen (13) years and then the man inexplicably dies of a *burst heart*. And always on the anniversary of the night he was kissed. Never more than one male a year has ever been thus afflicted as far as can be ascertained but one per year for more than 7,000 years is a *lot* of men!

Usually thirteen (over 13 years) are "kissed" in any given nation/area, then it shifts to another location and begins again. Who or what does this is totally unknown and the "why" of it all remains mystery to even the strongest of arcane probes and investigations. Just pray *you* never awake to find that you've been "night kissed" and have but 13 years to live!

Blue Boy

This poignant yet scary legend concerns an apparition of a small human (about 3 years old in size/looks) child who wanders the secondary and tertiary roads of Arduin (only). Over the last 500 years or so, this whimpering and sobbing "child" has been encountered many, many times by all sorts of *very surprised* travellers. When closely approached it wails louder and fades from sight. If *not* approached it will walk by or around people, whimpering and sobbing until it disappears around a bend etc. None know "who" or what the "child" is or why it wanders. But wander he/it does, much to the consternation of those who encounter him.

End Notes

These eight added to the previous five (in AC VI) now give readers a nice total of *thirteen* of Arduin's legends. I can only hope you *never* have the misfortune of learning about one of them first-hand . . . as I once did . . .

The Cult of the Crimson Kiss

For more centuries than most care to count, the premier group of "bad guys" in the world has been the Black Lotus Society (BLS). And though many rivals have manifested themselves during this time none have ever been close to pre-empting their position. Till now, that is . . .

First noted about 70 years ago in the Amazonian nation of Vargalla as a minor demon^{*}-worshipping cult, the Cult has since spread world wide and become much more than it originally was. Primarily a female group (99%), it professes to "rule the world after abolishing the male gender to history!" In short they plot to do away with *all males* and rule what's left. Note that the few male members are all castrati who *want* to be females!

Their trademark is a "Kiss" of crimson colored female lips somewhere upon their victim's body. Said victims are primarily male rulers, leaders and others of important guild, college or public positions. Intimidation, blackmail, mayhem and murder are their stock and trade.

They recruit females of all ages but prefer infants who can be raised/brain-washed from "day one" in their mad, man-hating environment. Needless to say those bozos are utterly fanatical in their beliefs, so much so that they *routinely* commit suicide to avoid capture.

They use *all* weapons but prefer the following three over anything else:

Moon Talons

These are razor-edged, fine steel "crescent moons" about 3 1/2" across their largest points. Flung like shaken/shuriken they are quite effective. For game purposes figure they are as for shaken but at +2 HP of damage. They are frequently coated with "Crimson Death", their own brand of poison (see below).

Crimson Death

A plant-derived alkaloid poison of 7d8 potency, it is a crimson, sticky jelly-like stuff (eminently smearable) with a strong odor of burnt cinnamon. All published/known non-magikal poison antidotes have only a 25% chance of neutralizing its nasty effects.

* The "demon" they worship is now thought to actually be the "old Goddess" called "Sindra, The Dark Dancer" (see AG VI).

Said effects take 13 seconds to run their full course, start to finish. Each victim (to 50 HP in size) *instantly* goes into convulsions, vomiting and vertiginous dizziness (all BF/attack/defense is reduced by two thirds (2/3s)!). Seven (7) seconds into its "course" the victim lapses into unconsciousness that, if they survive, will last 21-40 hours! All survivors *permanently* lose 1d4 CON points due to the severe debilitating effects to their systems. This is *even with successful* "neutralization" of the poison! All damage done by its effects requires three times (3X) normal healing time. Finally, all thus poisoned show a characteristic *intense* reddening of their lips as a tell-tale giveaway.

Night Nail(s)

These are essentially 13" bladed stilettos with 3-edged (triangular) blades. Their cross guard is *always* in a down-curved, crescent-moon shape and their pommels are *always* topped by another such shape (though much smaller and upcurved). The blades are *always* black but are so coated with crimson death poison that's frequently hard to tell. Its crossguards are so shaped to be usable much like the Tsai for combat purposes.

Cultists tend to wear bright red ninja-like costumes when "on the hunt" and more often than not have either *very* short hair or even shaved heads. Though Paladin-like in their fanaticism, consider them as Martial Artists (specializing in their cult's weapons) for game purposes. And if encountered as "monsters", figure that of any 12 met, 6 will be of EL 4 prowess; 5 of EL 5 (or 6) and 1 will be *at least* EL 8-10. However most of the time they "hunt" in "sacred threes" (i.e. trios) and are usually encountered thusly. These groups of three are inseparable from birth to death and are the primary "family unit" of the cult. they are "sister-lovers" and fiercely loyal to each other, putting only their cult as a whole ahead of said family group. Competition between these groups is constant and, at times, even deadly.

One of their favorite tactics is to either seduce (or capture and then rape) males "of the highest genetic content". Once the female has been impregnated the hapless male is slaughtered like "any other dumb animal" *and eaten*. For these horrid women consider males "so much walking meat"!

The BLS has, itself, been targeted by the cult and bloody warfare now rages betwixt the two darkling groups. And none may say just who will win this no-holds-barred fight.

The following listing is of some of the group's known members (usually "leaders") and are presented with *the bare essentials* needed by

a GM to use them as "monster encounters". Feel free to "flesh them out" as needed.

Dianachelle Markovoy

A female human about 24 years old with grey eyes and very short, light brown hair. About 5'9"- 5'10" tall and 140 lbs, she is the group leader of a trio nick-named "The Bitch Patrol" by the Arduinian Secret Police which have posted a 3,000 GS reward for her head. She is known for her habit of castrating men and then nailing the "detached piece" to the victim's forehead! She has the following attributes: STR: 16; CF: 16; RF: 16; HP: 40. Consider her EL 8 as a Martial Artist/Assassin.

Lizabeth of Oakhills

A female human about 22 years old with short, dark brown hair and eyes that is approximately 5'4" tall, with a weight of 145 lbs. The second member of The Bitch Patrol and one known for using trained war dogs on her male victims. She loves to see them *eaten alive*! There is a 2,500 GS reward for her head. Her attributes are: STR: 13; CF: 14; RF: 13; HP: 33. Consider her EL 4 etc.

Latricia D'Eaux

A female human about 23 years old with short, bleached-blond hair and "eyes of a feral yellow" color. She is about 5'7"- 5'8" tall and weighs a very buxomy 160 lbs. This third and last member of The Bitch Patrol likes to crush her victims very, very slowly all the while *drinking* what flows out of the screaming victim! There is a 2,000 GS reward for her head. Her attributes are: STR: 15; CF: 14; RF: 14; HP: 37. Consider her EL 6 etc.

Banja Manflayer

An Amazon about 40 years old with very short, honey blonde hair and green eyes. Standing 6' tall, she weighs in at about 170 lbs. Her favorite pastime is flaying (skinning) her victims alive before dismembering them (one small piece at a time). She leads a trio in Ghorfar called "The Three Hands of Blood" and has a 4,000 GS reward posted on her by that nation. Her attributes are: STR: 18; CF: 16; RF: 12; HP: 49. Consider her EL 12 etc.

Rhing Manza

A female human about 25 years old, 5'2" tall and a mere 105 lbs. None the less, this black-haired, brown-eyed "Asian" beauty is one of the cult's most dangerous members. Not only is she the leader of a nasty trio called "Three Fangs", she is also the regional leader for the entire third continent! To have risen to such a position at so young an age speaks volumes for her terrible capacity for death and destruction. Various nations and organizations have a total of at least 13,000 GS in rewards for her head. Based mainly in the city state of Cynabahr, she is known for her *daily meal* of a male human(oid) baby/infant! It is even rumoured (though not proven) that all of her teeth have been filed to points. Her attributes are: STR: 15; CF: 18; RF: 18; HP: 40. Consider her at least EL 20 as an Assassin/Martial Artist.

Choleen Gamba

A female half-elf about 68 years old (and one of the cult's original members), she has short, light brown hair and amber eyes. Standing 5'10" tall she has a weight of only 110 lbs. She is the leader of a trio called "Gamba's Hand" that is based in Morvaen. Known for her propensity to set her victims aflame (using a tube-like flame thrower of some alchemical sort), there is a 3,300 GS reward for her head in that nation. Her attributes are: STR: 12; CF: 17; RF: 17; HP: 58. Consider her about EL 16 etc.

* Her left hand has only 2 fingers and a thumb due to a sword blow.

Taressa Gryffon (aka: Leg Taker)

A female human about 22 years old with short, curly, auburn hair and hazel eyes. Standing 5'6" tall, she weighs 140 plump pounds. With a left leg one inch shorter (birth defect) than the other, her "rolling gait" is instantly recognizable. This trio leader (of a group called "The Leg Takers") is well known in her Khurahaenian stamping grounds for her love of chopping off men's legs (and then letting them bleed to death as they watch her roast/eat their lost legs!). Thus there is a 2,000 GS reward for her head in that nation. Her attributes are: STR: 14; CF: 10; RF: 14; HP: 40. Consider her EL 6 as a Martial Artist, etc.

Rheetah Hearteater

One of the rare "Black Amazons of Green Hell", this bald, 7-foot tall and 180 lb female is truly a nasty one! She has one yellow eye and one pale aqua blue eye and bright red tattoos over her entire body. *Don't* ask what they are tattoos of, this isn't an X-rated book! She is the

leader of a trio called "Dragon's Spawn" and is the captain of a pirate ship of the same name. Based along the Dragon Coast with a crew of 40+ demented female pygmy cannibals, they are well known far and wide for their awful fighting prowess and loathsome culinary habits. She earned her last name, you know! Many trade/sailing guilds have posted rewards for their destruction. At last count they amounted to about 20,000 GS worth! Her attributes are: STR: 20; CF: 20; RF: 18; HP: 66. Although she is an El 20+ Martial Artist, etc, she prefers to use a pair of double-bitted battle axes in battle. Howling from a madly foaming mouth, whirling those axes about her nude, tattooed body, she is, indeed, a fearsome sight!

Pawli (The) Mocker

This "male" was recruited (and castrated) by Dianachelle Markovy about 4 years ago but has risen to command "her" own trio called "The Beastie Girls". This loathsome being dresses (using heavy make-up) and "acts" like a real woman and is good enough at it to fool most folks (for a while anyway). About 5'9" tall and a fat 200 lbs, this brown-haired and eyed monstrosity just loves to boil its victims in slowly heated-up water (then they eat the "soup"!). They are also known for *always* attacking from the rear/in ambush and for *running* when strongly confronted. His/her attributes are: STR: 16; CF: 15; RF: 10; HP: 44. This EL 6 Martial Artist, etc, while "new in town", still has a 600 GS reward posted in Arduin for its loathsome head.

Hakursel (The) Laughter

Another "male" inducted (and castrated) into the cult by the infamous Dianachelle Markovy at about the same time as The Mocker. "She" too dresses and acts as if a woman. This 5'11" tall and fat 205 lb person has white blond hair, blue eyes and a nearly continual insane giggle. Known for its maniacal laughter in battle (or when torturing people), it is also known for its gruesome habit of collecting the *lips* of its victims. It is said that he/she has a *whole cloak* of those lips (dried)! This "Beastie Girl's" attributes are STR: 14; CF: 14; RF: 15; HP: 40 and the reward for its head is already up to 400 GS.

Charlary Pariller (aka: Backstabber)

The last of the three "Beastie Girls" is also another "Inductee" (and castrato) just like the other two. He/she is about 5'11" tall and weighs in at about 150 lbs. It has brown hair and eyes but can be noted readily by a missing left ear (due to a sword cut), with attendant

scarring of that side of the head. "Her" best known trait is the proclivity for popping out victim's eyeballs (while they're alive) and eating them! Its attributes are: STR: 15; CF: 15; RF: 18; HP: 42. The bounty on this one is up to 330 GS in Arduin.

"Mankiller"

This near legendary female (of unknown race/origin) is thought to be at least 100 years old even though she *looks* to be about the age of a 12-13 year old human girl-child. With pale violet eyes, fine golden blonde hair and a lithe 5'4" and 100 lb body, she has lulled far too many to their doom. Quite beautiful in an innocent and adolescent way, she has none the less become the "Enforcer" of the entire cult! Equivalent to a 30+ Martial Artist/Assassin and with attributes of: STR: 30(!); CF: 24; RF: 21; HP: 55, she is a very formidable antagonist. She also apparently has some means of regenerating bodily damage quite rapidly. It is even *rumoured* that she may also be one of those "Star Powered Mages". If so, it is unproven. She invariably works alone and travels worldwide. The bounty on her head, from various sources, now totals some 40,000 GS But as she has *never* lost a fight, there are few takers for all that loot.

That wraps up the partial (tiny!) list of some of the more notable members of this new and vicious cult. Beware their plotting and conniving.

Psi-Rogues

This type of character ability is, in a way, the psychic analog to "Rogue Magik" (see A6 V). It is available to characters on a 3% chance during their initial roll-up/generation and at *no other time*. Like the Rogue Magik, this ability too is considered to be "not good" (by the people most likely able to detect it — Psychics). It is also an ability that *must* be used (on a *daily* basis) or it will atrophy completely away (*never* to re-manifest itself in the user). As it first appears during puberty, frequently it goes unnoticed (80%) amongst all the other hormonal changes and wierd actions all children go through at that time. Later, most with the ability have learned to conceal it (to keep themselves out of trouble) or are letting it atrophy away (deliberately).

The GM and player *must* remember the following things about this power:

- A) The character has at least three (3) but *no more than* five (5) of the listed abilities. A die roll of 1-16 = 3 powers; 17-18 = 4 powers and 19-20 = 5 powers.
- B) Characters with this power are *highly* secretive about it and do nothing to give away their "Little Secret".
- C) Normal psychics dislike (even hate) people with these powers, so conversely are they hated in return. Remember, "non-guild sanctions!"
- D) These powers *do not* have to be "learned", unlike normal psychics', but are inherently "known" to each Psi-Rogue.
- E) There are *no* limitations to the number of times the powers may be used save for the Psi-Rogue's own CON score: one (1) use of one (1) power per each point of said score per 25-hour day. Note as well that one of the powers may be used at *each* CF action segment, if so desired.
- F) Only beginning (EL 1), newly rolled-up characters may have Psi-Rogue powers.
- G) These powers *cannot* be "taught" to others. Ever.
- H) *No* Psi-Rogue power will ever work for a normal Psychic. Never!
- I) The powers *must* be rolled for *randomly*, using a D12.
- J) Unless noted otherwise, concentration is *not* required for on-going or long duration effects.

Lifter

With a 15' range and a telekinetic "lift" potential of 100 lbs plus 50 lbs per each EGO point of the Psi-Rogue. Speed of lift is 3' per second for a duration of 30 seconds plus 33 seconds per each EL of the person above EL 1. Yes, it can be used to "levitate" the Psi-Rogue.

Scoot

This power allows the Psi-Rogue to *run* at 3 times normal speed by the simple expedient of *tripling* the distance moved between each running step. It thus will also allow triple distance (*horizontal only*) running jumps and add +50% to the height of any vertical leap. Duration of this power is 30 seconds plus 3 seconds per each CON point of the Psi-Rogue.

Razor

An instantaneous psychic "slicing" effect of 1 HP potential damage per each RF point of the Psi-Rogue! Range is 33' (non-extendable) and its effect is *without regard* to the AC of the target! It is the Psi-Rogue's most puissant power. Versus an armoured opponent, this will cut the flesh underneath the armour, leaving the metal, etc. untouched!

Ground Glue

This power causes any single designated target, up to 20' distant (plus 2' per EGO point of the Psi-Rogue), to *become stuck to the ground*. It will hold fast all up to 20 STR (plus 1 STR per each EL above EL 1 of the Psi-Rogue). Duration is 30 seconds plus 5 seconds per EL above EL 1 etc. Note that oddly enough, it is workable upon *any* target *regardless of its size* (see STR limitations above), even the Psi-Rogue himself.

Mask

This power causes a "psychic mask" to cover the entire head of the Psi-Rogue for 1 minute plus 30 seconds per each EL above EL 1 that they are. The "mask" is utterly life-like and undistinguishable from a real "Face". Said face can be of any gender, race etc that the Psi-Rogue desires.

Accelerator

The power, simply put, *doubles* the speed of any single object *leaving the hand (etc)* of the Psi-Rogue. Slingstone, arrow, thrown knives and so on. The practical effect is a +75% increase in range and +50% increase in the damage said object would normally do. It also adds +25% to impale and +15% to RCH chances. With proper practice even such things as bullets could be thus accelerated.

Bubble

This power forms an *invisible* "bubble" or sphere around/over any single location up to 36" in diameter (6" minimum). Range is up to 30' plus 3' per each EGO point etc and duration is 60 seconds plus 6 seconds per each RF point etc. This bubble is *not* air-permeable and thus it can be used to quench fires or to suffocate living creatures (at GM's discretion).

Frag

This power requires *strict* GM adjudication as it is one that allows a Psi-Rogue to *concentrate* (totally) upon any given object and to cause said object to shatter into dozens (even hundreds) of fragments. However there are several limitation to this power. They are:

- 1) Range is 2' per each RF point of the Psi-Rogue.
- 2) Only *fragible* objects can be thus affected (ie wood, pottery, etc).
- 3) The size of the object equals (up to) 10 lbs weight/cubic foot in size per *each* RF point of the Psi-Rogue and *no more*.
- 4) *Full* concentration must be maintained for 3 seconds per each 10 lbs/cubic foot weight/size of the object in order to fragment it.

Deflector

This power lasts 2 seconds plus 1 second per each two (2) EL's above EL 1 of the Psi-Rogue. What it does is cause all *solid* objects (from tossed rocks to bullets) to *ricochet* in random directions away from their body. The *invisible* "shield" extends, aura-like, 2" all round the Psi-Rogue's body. Mystik darts and other such "energy" bolts, bursts etc are *not* affected by the deflector power. And, *yes*, it works versus sword and other weapons blows too. Note however that *large* objects (like boulders, falling walls, etc) cause the Psi-Rogue to be deflected away from them instead of vice versa! Punt!

Mirage

This power causes the Psi-Rogue to appear 6'-10' away from their actual position (usually to the left rear of the actual spot). However the "image" is not altogether clear as it "shimmers and wavers like a desert mirage". Duration of the effect is 45 seconds (plus 5 more per each RF point of the Psi-Rogue).

Ghosting

Psi-Rogues with this power tend to have *no other powers* (90% chance) and *no more than three* (total) if they do (10% chance). This power takes 13 seconds of *full* concentration to manifest itself then lasts for 7 more seconds (*no more*) of full concentration (20 seconds total elapsed time). During this time the Psi-Rogue's body becomes "misty and unsubstantial" and they can then move through all* solid objects at their normal rate of speed. Thus they could walk through stone, even iron walls if they so desired.

- * Silver and orichalcum are impenetrable to this power. And do note that if they are still inside something solid when this power quits, **THEY INSTANTLY DIE!** Also note that for combat purposes they are considered wraith-like as far as being able to hit them is concerned.

Second Wind

This power *instantly* banishes *all* fatigue and tiredness and makes the Psi-Rogue as if he'd just awakened from a good night's sleep. Note however, that it may only be done *three* times in any give 25-hour day before the body rebels and causes utter collapse through nervous exhaustion. This most often results in a coma-like sleep that lasts 11-20 hours.

New Magik

Ishorg's Ink Finger

This 1st Order of Power spell has a mana cost of only half ($\frac{1}{2}$) a mana point. What it does is quite simple: it lets the magician use his (choice) finger like a quill pen (with its own ink supply)! The duration is 3 minutes for the initial $\frac{1}{2}$ mana point and an additional 5 minutes per each extra $\frac{1}{2}$ mana point used in the initial spell casting. The ink is always a deep purple color and is not water resistant. An OP 2 version has indelible ink (choice of black, red, green, purple, or brown colors) and is otherwise identical save for a base one (1) mana point cost (and per time add): It requires only 6 hours of light study and an expenditure of 35 GS to learn this handy spell (+5 GS for EL 2 version).

Penryn's Whirligigs

This 1st Order of Power conjuration has a base¹ mana cost of 2 and needs 15 CF counts (3 seconds) to complete. Once done three (3) orange-sized "balls of sparking, flashing, whizzing, and spinning scarlet fire" (plus one (+1) per each EL above 1 of the conjurer) will leap from the magician's cupped hands. Crackling, popping and whirling crazily about, these little thingies will scoot along at 41-60' per M/R (roll) in random directions. They skitter across the ground, bouncing as high as 31"-50" (roll) and generally cause havoc as people duck, horses rear, animals bolt, and so forth. They are, essentially, quite harmless, just noisy, bright and fast moving. Only 10 hours of light study and a cost of 50 GS are needed to learn this spell.

¹ Each additional mana point expended in the initial conjuration adds another five (+5) of the whirligigs and another 3 M/R duration (to the base 5 M/R duration of effect).

Flemyng's Fantastic Flush Spell

This 2nd Order of Power spell has a base mana cost of 3 and a duration of 100 seconds. Each additional one (+1) mana point expended in the initial spell casting will increase the duration by 25 more seconds. What happens is that a small whirlpool (6"-6' across at magician's choice) will appear in any liquid up to 13' away. Each single (1) second it is in operation will drain/swallow" (into some unknown "other plane") five (5) gallons of said liquid. Thus a basic spell could

drain up to 500 gallons of any liquid over a one minute and forty second time span. There is no known way to increase either the size of the whirlpool or its rate of "swallowing" — only the duration as previously noted. An expenditure of 150 GS and some 60 hours of moderate study is required to learn this handy spell.

New Illusory Magik

Suspatch's Stupendous Smoke Spell

This OP 2 illusion needs only 1 mana point to use and, when so done, causes a billowing "smoke" to spew from the spellcaster's mouth for 18 seconds (3 M/R). The smoke covers a 10'x10'x10' area in opaque (see only 1'-3') grey-black smoke each single (1) second! Thus, after 18 seconds, an area 180'x180'x180' will be covered. Once begun, the spell cannot be stopped save by death. All caught in the smoke that fall their "save" versus illusion will suffer burning/watering eyes, difficulty in breathing and all problems attendant with being in thick smoke (-5 to BF, or -3 in non-BF games). Small victims (15 HP or less) could actually choke enough to pass out! It cannot be increased in any wise by any known means. This smokey spell needs only 33 hours of moderate study and the expenditure of 150 GS to learn.

Poldora's Penultimate Illusion

This OP 5 spell (illusion) has a 9 mana point cost, instantaneous effect, and is not changeable in any way by any known means. What it does is, upon mental command, causes the illusion of the absolute and utter destruction of the illusionist! It includes fire, lightning, loud (you can hear it!) detonations and the blasting to bits of his body, in a 3-second-long, apocalyptic cacophony of destruction! Only smoking bits of ragged, burnt flesh will remain, scattered over a 13' diameter area. Where has the master of illusion gone? Why, teleported away (as in the spell)! This illusion requires 11 months of intensive study and an expenditure of 8,000 GS to learn.

Special Note: The illusion is so real in sight, sound, even odor (of blood, fire etc) that all "saves" versus its effect are at -50% of normal.

New Druidical Magik

Boitano's Breath of Flame

This OP 7 magik requires a 3 minute ritual and an expenditure of 7 mana points to complete/set. Once thus set it may be used once at any time during the next 25 hours² as a spoken spell. This spell causes "fiery breath" to spew from the spell caster's mouth, sort of like dragon fire. This "Flame Tongue" is 33' by 3' by 2' in dimension, lasts one full second and has a base damage potency of 30 HP. Each additional 3 mana points used during the initial ritual adds another 3' (etc) to the flame's range and 10 HP worth of damage. For example: a total expenditure of 19 mana points would give the "breath" a 70 HP potency and a 45' by 4' by 33"(approximately) size. The only limit to this magik is the amount of mana available to the druid using it.

² If not used during the 25 hour time limit the druid will, one minute later, erupt into flame (from the inside out) equal in potency to triple the power of the memorized magik. The result is always fatal. This powerful magik needs 33 days of hard study, and an expenditure of some 2,000 GS to master.

Morrighan's Roses

This OP 9 conjuration requires 30 seconds' time and an expenditure of 13 mana points to complete. Once done, a 13'x7'x7' "hedge of translucent, ghostly white roses" has been conjured forth up to 30' distant. These "ethereal roses" have several properties: the thorns cause 1d12+1 (2-13) HP of damage to all undead/were-kind (or 1-3+1 HP to all other creatures); all "lesser" undead (at GM's discretion) have, when pricked by the thorns, a 50% chance of being utterly disincorporated/destroyed; all "greater" undead (at GM's discretion) have a 25% chance of being immediately sent to the ethereal plane/Limbo; all lesser demon-kind hate the "smell" (odorless to all but demons) so much that they have a 13% chance of not trying to pass through them; ditto for greater demons but with only a 7% chance of so doing. Duration of this ethereal hedge is 13 minutes plus 7 additional minutes per each extra 3 mana points used during initial conjuration. A cost of 5,000 GS and 9 months of hard study are needed to learn this potent druidical magik.

New Runesinger Magik

Cymbora's Song of Raging Flames of Safety

This OP 4 Runesong requires a 3 mana point expenditure for each 2 minutes of song usage. What it does is to cause everything (except the singer) combustible in a 30' radius to erupt into flame. It also "ignites the air" in that area into brilliant blue-white fire that causes 11-20 HP of damage per each 2 seconds' exposure to it (i.e. 31-60 HP per M/R)*. During the Runesong, the Singer is 100% (to any potency) fireproof. Neither mundane nor arcane fire can harm them. However, should they be interrupted before playing/singing the final "out fire chords", they will lose their immunity and be instantly immolated (the raging fire burning out over the next 11-20 M/R). This awesome magik has a base learning cost of 2,000 GS and 100 days hard study. Further, each year requires 50 hours of practice and 100 GS expenditure in order to maintain proper proficiency with it. Failure in this could well lead to a "hot time" for the Runesinger!

* Creatures breathing this flaming "air" tend to die from seared lungs.

Dhorn's Sad Song of Sending Away (aka: Dhorn's Lament)

This OP 5 Runesong costs a simple 6 mana point to use over the 3 minutes duration of its arcane sounding. What it does is to immediately "transfix and hold (still)" all undead things. The undead get no save versus this "holding effect" and will, at song's end, have a base 33% (+5% per EL of the singer more than EL 3 that they are) of then being "cast back into Limbo (the ethereal plane)". Note however that should they manage to "save" and not be sent back to Limbo, then they (the undead) are ever after immune to that one Runesinger's magiks. All their magiks. And should the singing of this song be interrupted (for any reason) before its end, then it is the Runesinger themselves that is cast into Limbo! This song needs 8 days of solid study (and the spending of 800 GS) to learn and, each year, there is a practice requirement of some 30 hours/50 GS.

New Arduinian Priestly Magik

Lllohahr's Spell of Instant Passage

This OP 6 spell needs 10 mana points to perform and has a 30-second (5 M/R) duration. This duration cannot be extended by any known means. What it does is to cause the priest to become a translucent blue white (sort of "ghostly") and able to pass through all solid objects (or vice versa), save for silver. At normal movement rates, the priest can walk (or run) through stone walls, iron doors etc. However, those things are still solid, so the priest cannot see where he's going. Note as well that if still inside (even partially) a solid object when the spell finishes its duration, then the priest will die horribly and instantly and in such a manner as to never be resurrectable by any known means. This spell needs 140 days of hard study and an expenditure of 400 GS to learn.

Korki's Kosmik Kookies Konjuration

That well-known priest of Puck, Korki (of Talismondë) is here once again to lay another hilarious (mis)use of magik on you! This time it is an OP 3 Conjuration with a mana cost of two (2). What it does is to (in 6 CF counts) cause a shower of 3"-diameter butter cookies to rain down on a 30' diameter area for 1d6 M/R. Each M/R will see 500-1,000 of the tasty cookies zipping down from an approximate 30' height. Ouch! Not really harmful but, oh, what a wonderful surprise (and nuisance) to any large group of "bad guys"! The cookies are edible and not bad tasting. However each time the conjuration is used, there is a 33% chance that the God Puck will also cause a huge oreo-like cookie to instantly form around the conjurer (size dependent upon the magik user's size but generally of a size big enough to totally cover them!) For some odd reason, Hobbits seem to love this conjuration . . .

New Runeweaver Magik

Arkung's Awesome Unmaking Ritual

This OP 13 magik has a base mana cost of 10 plus 5 per each additional minute's duration beyond the initial 3 minutes. What it does is allow the runeweaver to, literally, "unweave" any solid substance at the rate of 10 cubic feet (of stone or 1 cubic foot of iron, etc) per minute. Any substance thus "unwoven" is reduced to a talcum powder-like dust! Magikal solids require double the normal time/mana to thus unweave and get any appropriate "saves". The range of this awesome power is 100' plus 10' per each EL of the Runeweaver more than EL 8 that they are. The magik's area/volume of effect cannot be expanded by any known means. 500 days of difficult study and an expenditure of 10,000 GS to master properly.

Yrong's Gift

This unusual high level (OP 25) magik is almost never heard of, much less even actually seen. What it does, however, is amazing, to say the least. Over a 13 hour time period and at a cost of 100 mana points the Runeweaver will, literally, create a sort of "Flesh Golem" being. However it isn't ugly or misshapen in the least. In fact whether male or female (Weaver's choice) it is always very handsome/beautiful, well-proportioned and of an apparent age of about 17-20 (human). Color of eyes is always violet and the hair is always a silky white-blonde. The creature will have a "lifespan" of 13 days and during that time will function as a normal (human) being of its apparent age group. Note however, that it can never be created for one's own personal "use" but must be as a "gift" to someone else. For the recipient of the gift, they will do anything asked of them, even unto "death". Should the maker try to control them, they will immediately attack him/her in an insane, berserk (killing) rage. These "beings" are utterly soul-less and without any alignment or emotions or understanding of "right" or "wrong". At the end of their 13-day life span (or if killed before then) they will simply, and instantly, become a small mound of fine white powder.

While they live they will have the following stats: Height: 6' Weight: 160 lbs, AC: 4, CF: 18, END: 20, MRS: 25% RF: 15, Ego: 8 and Char: 18. They have no fighting or any other skills but are intelligent and eager to learn/please. (About like a 7-year-old at "birth", increasing by 3 years "maturity of character" each day beyond the first. They

speak any single (1) language that was given to them during their creation and are unusually receptive to any psychic impingement. Most religions (and nations) outlaw this magik under penalty of death. Even knowing how to do it is, for some places/regions, ample reason for the death penalty. Finally, those thus created are always referred to as Gossameres. This most awesome of magiks requires seven (7) years of arduous study and an expenditure of 200,000 GS to learn.



He's been in the Shadowlands too long!

Notes On Magikal Competence

In answer to a specific question from a fan/player concerning magikal competence, be it duly noted that:

- A) If a magician who is magik competent casts magik at an enemy then said enemy's MRS (Magik Resistance Saving roll) is correspondingly reduced in direct proportion to the spell caster's competence. For example: The magician is +10% competent and the defender has an MRS score of 8%; thus the MRS score is reduced by 10% or .8, rounding up to 1.0 and becomes a MRS of 7%.
- B) If the magician in question is only competent in certain specified areas (ie "fire competent", etc) then only with such specific magiks would the defender's MRS score be correspondingly reduced. In all other areas of magikal endeavor no such reduction of MRS would take place.
- C) The other side of this coin is that those who are "competent" will have their MRS scores correspondingly increased. For example: A magician is +10% competent and has an MRS score of, say, 8%. A non-competent (or one of lesser competence) casts magik at him but his MRS is now 9% ($8\% \times .10 = 8.8$ rounded up to 9%). With two competencies in question it is always the difference between the two, the higher being dominant, that is added or subtracted as the case may be. And, at .5 or less, it is rounded down and, at .6 or more, it is rounded up. Simple.

End Note

Remember! If you've got a question or three send them to Ben and Mary at Dragon Tree. If they can't answer them for you, they'll forward them on to me so I can! After all what are friends for? Right?

Right!

(We suggest such queries be accompanied by a Self-Addressed, Stamped Envelope — Please! — Ben & Mary.)

Demonic Magik

This section deals with some (few!) of the *known* magikal spells etc utilized by those beings called "Demons". Note that, like Dragon Magik, the arcane powers of demon kind are virtually impossible for "lesser beings" to use (or even learn). Strong GM control is *required* here! Finally do realize that the *only* access to such magik is *through* a demonic "teacher". And that is *not* something they are known for!

Bone Blaster

This OP 8 spell has a range of 150' and a base mana cost of 13. The basic spell will affect any creature with an *interior skeleton* of up to 50 HP in size. Each additional 5 mana points used in the spellcasting increases this by another 25 HP/size. And what the spell does is truly gruesome: the victim's flesh literally explodes off of their skeleton leaving a pile of bones in the center of a circular abattoir of sundered flesh, splattered blood and far flung entrails! A successful "save" versus this spell still causes the victim to convulse severely and become unable to function in *any* way for 3-8 MR. Learning this awful spell requires an expenditure of 7,700 GS and 100 days of hard study. During this time there is a 13% chance that student will goof badly enough to have the effects *done to him*.

Fool Flayer

This OP 5 spell has a mana cost of 6 and a range of 99'. In its basic form, it will affect all creatures up to 55 HP in size. Each additional 3 mana points used in its casting adds 25 HP in size/effect. What this nasty spell does is to *instantly* rip the victim's skin (and whatever they are wearing, from clothes to jewelry) off their body! The shock and pain (damage will equal 15% of the victim's base HP/size) will cause them to collapse into writhing, screaming inaction for 31-60 MR. To learn this heinous magik you'll need to study very hard for 56 days and spend about 4,845 GS.

Brain Stealer

This OP 6 spell has a mana cost of 9 and a range of 120. In its basic form it will affect any creature (with a brain) up to 65 HP in size. Each additional 3 HP used in the spell increases this by another 20 HP/size. What this horrid spell does is to *teleport* the victim's brain into the demon's hands! Needless to say death results. Note as well the variant

called "Heart Stealer" that snatches the victim's heart. A successful "save" (for either) still *stuns* the hapless victim for (1) MR per each CON point less than 100 that they have. To learn either requires 75 days of hard study and the spending of 8,050 GS. Finally do note the 7% chance of messing up during the learning process and having the effect of the magik blasting the student.

Shadow Hole

This OP 13 conjuration takes three (3) seconds to bring to full power and has a base mana cost of 18. Once done, a "hole" of swirling black shadows 13' in diameter has formed up to 66' distant. Each additional 7 mana points expended during the conjuration will increase the size by 13' or the range by 66' at the magik user's discretion. The hole can be formed vertically in the air or horizontally *directly* under a chosen target. This hole is actually a 3-second duration "minor gate" into "the dimension of endless shadows"*, a place (time?) known only to demonkind . . . and even they avoid it at all costs! Once a victim disappears into that realm there is only one (1) chance in one million (1,000,000) they'll ever be heard from again. In short, they're gone forever. Learning this awesome conjuration takes 400 days of arduous study and an expenditure of 77,777 GS.

* i.e. into the "Shadowlands".

Hell Lance

This OP 10 spell has a mana cost of 12 and a range of 180'. It is a beam (or "lance") of coruscating violet arcane energy that does 31-60 HP of energy damage. It may be increased in range by 60' or in damage by 11-20 HP with the addition of 7 HP during the spellcasting. This is the *only* increase allowed. To learn this powerful spell costs 11,800 GS and 99 days of difficult study.

Hell Darts

This OP 2 spell is the demonic equivalent to "mystik darts". They are black "bolts" of kinetic energy of 22 HP potency and 300' range. However they *cannot* be increased or changed in any way. On the other hand they can be fired not only singly but by twos, trios, fours or even five at a time (one per finger/talon etc).

Hell Wind

This OP 5 conjuration needs 5 seconds to bring to fruition and has a base mana cost of 8. For that, a howling, roaring wind filled with wispy streamers of inky black mist emanates in a 300' x 60' cone from the conjurer's outstretched hands. Duration is 100 seconds and all of 35 HP or less are bowled over, even blown along (25% chance) with the winds. All 36-50 HP cannot move forward against its force and all 51-75 HP in size may do so only at half ($1/2$) normal speed. The force of this mystik wind (and thus the size of those it affects) is increasable by plus fifty percent (+50%) per each doubling of mana used. For example: 16 mana points equals +50% power, 32 mana points has +100% and 64 mana points used gives +150% of the base power/effect. To learn this conjuration needs 80 days of tough study and the spending of 5,550 GS. During this study there is a 30% chance that (at least once) the winds will erupt around the student.

These seven are some of the "better known" demonic magiks, what follows is a listing of others known-about but not truly understood well enough to be better explained.

- 1) **Dragon Call:** Summons (?) a dragon to do the demon's bidding. OP 10?
- 2) **Star Fall:** The "bringing down" of a 30' diameter ball of "starflame" upon a selected target. OP 20?
- 3) **The Cauldron:** Conjuring a 13' diameter "slowing energy bubble" around a victim (melting them from intense radiation). OP 22?
- 4) **Gibber Wind:** Conjuring a howling, moaning, gibbering "wind" that causes all in its effect to go insane/berserk. OP 13?
- 5) **(The) Red Agony:** A variant of Morgarn's Spell of the Red Death that keeps the inside-out victim ALIVE! OP 10?
- 6) **Hell Rain:** Conjures a "rain" of flaming (molten) sulphur over a wide area. OP 15?
- 7) **Sunderbolt:** A 13' long, 3' diameter bolt of "black energy" that will absolutely (100%) split in twain any object it strikes (no known size limit to date). OP 20?

Final Note: Demonic magik, more often than not, will backfire upon non-demonic users of same. Even the learning process is very dangerous and many a foolish would-be user of demonic powers has come to a bad end trying such. Be warned!

The Soothsayer A New Character Class

This odd (and rare) class of character is a sort of combination Sage and Psychic. Their main claim to fame is their ability to predict or foresee the future with some reasonable accuracy. For this reason, no GM should allow more than one (1) of these types (as a player character) in their campaign at any one time. They cannot ever do "magik" but can read (and use) all forms of written (scroll) magik so long as there is no mana required for said use. They can also wield (at GM's discretion) "device" type magiks such as wands and staffs but they cannot make or construct any of the preceding items, ever.

Here then is what a Soothsayer can do:

EL

Ability / Skill

- 1 Predict the consequences of any single action up to 13 seconds ahead in time. I.e. what happens if I open this door? And so on. This is with 55% accuracy and a 2% increase in same each EL gained thereafter (to a 99% maximum accuracy).
- 2 Predict the outcome of any specific general circumstance or happening up to three (3) minutes before it happens. For instance: which horse will win the race, etc. This is with a base 51% accuracy plus 3% per each two (2) ELs earned thereafter (to a 98% maximum). This one is illegal in most places.
- 3 Predict any single non-sentient creature's reaction to any single given situation up to 7 minutes in advance. For instance: how will the horse react to the sight of a dragon for the first time? And so on. This has a 51% base accuracy plus 2% per EL earned thereafter (to a 98% maximum).
- 4 The ability to predict the fall of dice, gambling sticks or other such numbered counters up to 13 seconds in advance. For example, will the next throw of the dice be a seven? This has a base 75% accuracy plus 1% per EL gained thereafter (to a 95% maximum).
- 5 The ability to predict the turn (next one only) of a card or other hidden gambling token (dominoes for instance) with a 65% accuracy plus 1% per EL gained thereafter (to a 95% maximum).

maximum).

- 7 The ability to predict the reaction of any single sentient being up to 13 seconds in advance. For example: how will his next sword attack series come at me? This is with a 60% base accuracy plus 2% per EL gained thereafter (to a 98% maximum).
- 10 The ability to predict weather for 1d100 hours in advance with a 75% accuracy plus 5% per each two (2) ELs earned thereafter (to a 99% maximum).
- 18 The ability to determine which path, object, etc is the "safe" one *for the soothsayer!* I.e., which of the three doors is the exit and not the one with a monster hidden behind it? This has a base 51% chance of success plus 3% per EL earned thereafter (to a 95% maximum).
- 15 The ability to "read" some scrying device or object(s) such as Tarot/regular cards; gem, jewel or crystal; tea leaves, etc in a general sort of way (to begin with), much as a "fortuneteller" does on earth but for real. As an example: "the cards say your wife has been unfaithful to you. The culprit is a young, dark-haired man from your past . . ." The accuracy is 60% plus 2% per EL gained thereafter (to only a 90% maximum). The GM can allow for more specificity as the accuracy increases. Do be aware of the problems inherent in such fortune telling: if you don't know the question, you can't see the answer; and not everybody wants to hear the truth. Especially if it's bad news.
- 20 Such skill with cards, dice and other gambling devices (that require direct manipulation by the player) that they will win with them 60% of the time. This sleight of hand (as it were) will increase in its probability of success by 1% for each higher level gained thereafter to a 90% maximum allowable success chance.
- 25 The ability to predict catastrophic happenstances such as tidal waves, earthquakes, volcanic eruptions and the like up to 500 miles away and 1d100 days in the future. This has a base 51% chance of happening even without the soothsayer trying to do it! This percentage increases by 3% per each EL earned thereafter. Along with that, the range increases by 100 miles and the future

it covers increases by an additional ten (+10) days as well. The maximum allowable accuracy for this power is 99%.

- 40 The ability to detect "any hostile intent" within a 33' radius of oneself on a 75% base accuracy. This "6th sense" gives direction, range and a general idea as to whether the intent is merely "harmful" or is "lethal". The range increases by 3' and the percentage of accuracy by 1% per each EL gained thereafter. While there is no range limit, no more than a 98% accuracy can be had with this power.
- 50 The soothsayer gains the ability to "see the aura of death" on those who will die in the next 25 hours. This is with a base 51% accuracy. The time covered increases by one (+1) hour and the percentage of accuracy by 2% each EL gained thereafter. This is to a 90% maximum accuracy though there is no limit to the time frame covered.
The GM is strongly cautioned about this power and its usage in a game! For whenever "death" is seen, **IT WILL HAPPEN** and nothing and no one can prevent it. The pain being that the soothsayer only knows that it will come to pass; not how, when (exactly) or where. Note that this power is unconscious to a soothsayer and works continually!

Special Note: The next two powers are optional at the GM's discretion. Caution is advised in allowing their usage in any game.

- 75 The power to predict "grand events" in the future much like at EL 25 only for such things as: wars, invasions, the fall of kings, pogroms and so on and so forth. In short, to be able to predict the very course (in a general but important way) of nations, dynasties, religions and so on. Base chance is 55% with a +5% increase per each three (3) ELs earned thereafter.
- 100 The power to predict (90% accuracy) what a God, Demi-God or Demon (of any power) will do in the next hour! This is fairly precise as to their intent, location, etc. Note that the ability can never increase in its accuracy and, each time it is used, there is a 7% chance the entity in question will "notice" the attention the soothsayer is giving it and they will react (at GM's adjudication). Be careful!

Soothsayer Experience Chart

EL	Experience Points Needed to Gain This	
1	1,500	
2	2,800	
3	4,000	This class has no specific colors, sigels or other outwardly identifying paraphernalia.
4	5,000	
5	6,350	
6	8,000	
7	10,000	
8	12,500	
9	15,000	
10	17,500	
11	21,000	
12	25,000	
13	30,000	
14	35,000	
15-17	+6,500 per EL	
18-19	+7,500 per EL (i.e. 62,000 EP for EL 18)	
20-24	+8,500 per EL	
25-29	+9,250 per EL	
30-39	+10,000 per EL (i.e. 168,250 EP for EL 30)	
40-49	+10,500 per EL	
50-74	+11,000 per EL	
75-99	+11,500 per EL (i.e. 914,250 EP for EL 99)	
100+	+12,500 per EL (or 926,750 EP for EL 100)	

Note: The EP listed are a linear progression, not cumulative. For example, a soothsayer only needs 1,650 additional EP to go from EL 5 to EL 6 (i.e. from 6,350 to 8,000 EP). The costly EP rise in the higher ranges usually precludes soothsayers from becoming much more than EL 25 or so during a normal human lifespan.

End Notes

The soothsayer is born and not trained (though constant training and honing of acquired skills is definitely necessary). The Soothsayer's Guild is not well liked by the other Guilds/Colleges and is sometimes even banned in a (few) nation. Many nations also put severe restrictions on just how a soothsayer may use their skills (if, indeed, they can even practice them).

Most soothsayers use a device or item as a "focus" for their concentration. A pack of cards, a particular gem or piece of crystal, etc

for concentration is indeed necessary for their powers to be used. To be certain, such concentration can be done so no-one will notice (or probably not notice) such as in a casino where such predictions are definitely not welcome. But, by and large, the soothsayer must take 1d100 seconds to gain their "insight". This can be done by such means as closing one's eyes and really "thinking hard" to just staring vacantly and letting "the river of the mind flow where it will". Some need to tightly clasp their "focus" to themselves, others need only to be in light physical contact (i.e. touching it with a finger perhaps). A few need not touch their focus at all, only to have "it nearby" (i.e. within say 10'). Each is individual in such matters and is determined by the player.

Guild dues average about 1 SP a month (double that for visiting soothsayers) and the cost to join the guild is only 13 GS (21 GS for outsiders). However, figure that only the largest of cities (usually the capitol) will have a guild house and, even then, only in those nations which allow such people to practice.

Because of thier general unpopularity, many soothsayers tend to have other, "cover", classifications; the more usual being that of Bard, the next most popular being that of thief. Also, some few Courtesans (in history) have been "closet soothsayers" (about 75%-15%-5% + 5% "other" types respectively).

As a final note: we strongly recommend that no GM allow more than one (1) soothsayer to play in a campaign at any one time. It's OK to have a couple as NPCs but only one as a player character. And only humans (pure blood, not "halfers"!) can ever be a soothsayer. No exceptions! That's it, enjoy the new character class, they'll certainly add a little "spice" to any game!

New Character Race

Pahdha-Hha (Pandas)

Pahdha-hha are a humanoid race who owe more to ursine genes than to human type. Mainly agrarian by nature and by culture, these are nonetheless fearsome antagonists when roused. Averaging 5'-5'6" in height and 150-200 lbs, they are mesomorphs (very blocky-muscular) of the truest sort. They have light tan through dark brown complexion and light brown to black fur. Eye colors can be anything from a warm amber (through all the shades of brown) to pale yellow-gold. They have spatulate 3-fingered (one thumb) hands and 3 toed feet that are nearly as wide as they are long. Though they walk upright, wear clothes and aren't the same color, they resemble earthly Panda bears greatly (though they are longer of limb and much more "humanoid").

Recent arrivals in Arduin, they are still found only in that nation and nowhere else on the world. Numbering about 9,000, they are divided in ten separate and distinct sub-clans, called "Ourai-Aii". Each clan has a different name and function within the overall "tribal" structure. These are (in order of hierarchy):

Clan Name (number) Clan function

Khudai-Aho	(343)	Leaders, bureaucrats, etc
Khuho-Dai	(560)	Warriors ("Army" or civil guard)
Dai-Ho	(846)	Warriors (mercenaries and "free Maces")
Aja-Shesh	(820)	Artificers (metalsmiths, masons, etc)
Shesh-Jha	(618)	Traders/Merchants
Jhaha-Rhu	(570)	Farmers (mainly orchard growers)
Jhaha-Pash	(1,850)	Farmers (mainly ground crops)
Nhar-Luk	(410)	Herdsmen
Yai-Anz	(2,116)	General laborers (diggers, carriers etc)
Yai-Dae	(895)	General laborers (menial work only)

The Hierarchy of the clans is very strict, almost like medieval Chinese in its "locked in/born into" stratification. And almost never does one switch or change clans.

Their language (called "Pandasha") is very fast, tonal and with some supersonic sounds above the range of human hearing. It is as complex and difficult to master as Mandarin Chinese but, in truth, has no close analogue anywhere on the Arduinian world. They, themselves, speak

Arduin understandably enough but with very thick accents. For instance they have difficulty with all "W" sounds (using a "huh" sound in its place).

If one is to be a player character they will *only*(!) be one of the following classes: Warrior (90%); Priest (5%); Alchemist (3%); and a 2% chance for Illusionist, these last three from the Khudai-Aho clan.

Warriors use a halberd-like weapon about 7'-8' long as well as spiked, round-headed maces (*exclusively*) called "lho-zhar-ha" and "pushokk-ah", respectively. Their *only* missile weapon is a heavy throwing dart (*that closely resembles a martobarbuli*) called "yoe-ukai". Most warriors carry/use *all* of these items. Their *sole* armour is a sort of lorica segmenta (with greaves and bracers) of tough Corbouli (full, hard leather) and a bronze helmet of almost Roman looks. These are called "hoja-pai" and "yeppla" respectively.

On the Character Statistics chart, they come out as follows:

INT	WIS	CHAR	EGO	AGIL	STR	CON	DEX	MRs
9-16	8-15	8-13	8-17	8-15	11-18	14-20	9-16	7%

On the Detection Ability chart, their physical abilities are as follows:

Type of Vision	Normal Vision Range	Max Working Depth	Other Detection Abilities			Normal Range
SupraNormal	135'	N/A	Smell on a 45% chance			60'
Max Working Depth	Hearing Roll	Hearing Range	Natural A/C	Bite* Damage	Cultural Battle Adds	
no limit	30%	60'	8	1d4-1d6	+15 w/ all maces +5 w/ war hammers +10 w/ all halberds +20 w/ all throwing darts	

* They *detest* biting and do so only 5% of the time in battle.

Pandas are, by and large, very easy going and quite "lawful" in temperament. They have a natural antipathy towards magik and most things magikal and the very few who ever "dabble" in it *cannot* seem to get past⁽¹⁾ *illusory* forms of same.

As player characters they should be open, honest, blunt to the point of rudeness and *extremely* rank and status sensitive. If one is *above* someone else in rank or position, then one ignores same unless

circumstances dictate a necessity for dealing with them. And then only for as long as absolutely necessary and no more! They are fiercely loyal to their clan, leaders and friends. But they are also not too inquisitive and very "straight ahead" in their outlook towards life in general and non-Pandas in particular. By the by, they think that those not of their race are "unfortunate" and of "somewhat lesser" status than themselves. Lastly, they live up to 150 years and do not reach "legal age" until they are 30. They will, I think, be a fun addition to game play. Enjoy!

Historical Endnotes

About 65 years ago their world, "Jookhal-Khun", was racked by a great war. So great was the slaughter that not one nation or city was spared. The entire race tottered on the brink of destruction. When all was thought lost, a great rift in time and space was blown open by the sole clan of magicians of that race. Unfortunately this clan was *totally* destroyed. However, seeing their chance, three complete clans managed to "escape" through this fluctuating/unstable dimensional rift. One of these clans ended up in Arduin.

Realizing they would ever be outnumbered and thus prey to the nations of this world, the Ourai-Aii clan signed a perpetual treaty becoming, in fact and law, Arduinian citizens. Given land (they had brought their own wealth) near (the) Bonewater (River), they built a large town called AHP-NAI (and many surrounding farms.) There they reside to this day.

They have all converted to the (Amarydon) Earth Mother cult — all "priests" are thus *always* female!

They are exempt from military call-ups except in (*only!*) the direst of national emergency (i.e. if Arduin, itself, is invaded). Then the entire clan (*male and female*) mobilize into the Arduinian forces.

New Critters

Death Leech

Type: Insect **AC:** 7 **CF:** 12-15 **Move:** 13' per M/R (ground) 33' per M/R (water) **HP:** 1-2 **Size:** From 1 1/2" long by 1/2" wide to about double that size. **Color:** Dark grey top, yellow-white belly and a bright red, skull-shaped mark about half the size of a dime on his "head". **Description:** Essentially a normal leech in all general respects.

Special Powers/Attack: As leeches always attack. However, instead of a "harmless" saliva that helps the blood flow faster from their victim, these little beasts inject a very, very lethal mycotoxin into their bite wounds! It ranges in potency from 8d8 to 13d8 and causes paralysis in all living creatures. The size creature thus affected is 12 HP per each single (1) HD potency of the venom. Duration of paralysis is 31-60 minutes (roll!) per each 2d8 potency of venom. Thus, at 8d8 potency, the paralysis would affect victims of up to 96 HP size and for a duration of 124-240 minutes. The effect takes only 11-30 CF counts (depending upon the victim's size) to fully paralyze the victim.

Special Note: Thankfully these awful things only inhabit one small river (and 4 even smaller tributaries) in one little corner of the infamous jungles of Green Hell. Still, the venom from them occasionally (*rarely!*) appears in the arsenal of some assassin or other but only if he can afford the 50,000 GS per ounce* cost!

* That single ounce would be about ten (10) "doses" of full potency toxin.

Skelapores

Type: Undead **AC:** 8 **CF:** 10-15 **Move:** 120' per M/R **HP:** 13-15 **Size:** like a man-sized skeleton **Color:** "dusty" grey-white **Description:** Skeleton whose bones have been turned into a fungus but which still retains its original shape. **Attack:** with "clawed-hands" for 1d3 to 1d4 HP (each) effectiveness.

Special Powers: When struck, roll % dice to see how much of the creature is *instantly* pulverized into a spore cloud! Each (1) HP of the creature that erupts into the spore cloud has a poison potency of 1d6 HP! Thus a 13 HP one could produce a 13d6 potency poison spore cloud! Each HP manifests a cloud 3' in diameter. (That 13 HP one would then produce a 39' diameter cloud if *totally* shattered).

Notes: The toxic spores take 1-3 seconds to take effect if inhaled but require 11-20 seconds if just absorbed through bare skin (even eyes). Fire only increases the cloud by a factor of ten (i.e. a 3' cloud becomes

a 30' cloud) but plain old water not only dissolves the skelapore but **kills** (neutralizes) the toxic spores at the rate of 1 HP worth per quart of water. So a 13 HP creature would need 13 quarts of water to totally dissolve it.

Special Notes: These yucky little things are the exclusive creations of only a few very evil Shamans and Medicine Men, so they are seldom encountered anywhere.

* Each claw attack has a 33% chance of shattering into such a spore cloud.

Slime Spine

Type: Sea Slug/Invertebrate **AC:** 8 (spines are 2+2) **CF:** 11-18 **Move:** 30' per M/R (dry ground) 66' per M/R (water) **HP:** 101-200 **Size:** 10' long by 5' diameter (not including the 3'-6' long spines) to about twice that size **Color:** Multi-hued rainbow iridescent overall (including spines) **Description:** A very spiny, giant sea slug.

Special Powers: It can "fire" 1d12+1 spines (31-50 total) either radially about itself or 1-7 of them at any single target. They have a 66' range underwater and about 99' in the air. Consider them light javelins for attack purposes. Each spine has a 1d8 to 1d12 HP potency venom coating its tip.

Notes: All it kills/immobilizes, it will swallow whole (up to its own length/diameter in size)! It then dissolves/eats it at one (1) HP/hour.

Special Notes: When out of water (it can breathe air for up to 1 1/2 hours before needing to return to the water), its body secretes a sticky, yellow-green "slime" that protects it. It also causes 1d6 HP acid damage to anything, even metal, it touches. This potency is reduced by one (-1) HP per M/R, but over a 6 M/R period this amounts to 21 HP of acid damage. The slime also renders the creature 100% fireproof and reduces all acid/poison attacks by 90%. Finally, all body hits (not spines which do not have any HP value!!!) only do 1/2 damage (cuts etc) or 3/4 damage (bashes etc) because of its very "jello-like" consistency.

End Notes: These loathsome things can be found in any shallow, warm-water source so long as it is not stagnant. In some coastal/riverine areas they are a real menace to even the largest ships (climbing/oozing up their sides in search of "meals").

Squidgees (aka: Nostepums)

Type: Insect **AC:** 8 **CF:** 12-14 **Move:** 45' per M/R **HP:** 1 **Color:** Red body, black legs and antennae **Description:** Marble-sized and shaped bugs with a pair of antennae at both ends and only four (4) legs.

Attacks: None deliberate.

Powers: Each bug is, literally, full of 1/4 ounce of extremely potent (3-8 HP) acid and they "squidge" quite readily.

Notes: They move in a large swarm (1,000-10,000 or more) sort of like army ants but, as they only eat lichen, moss, and assorted fungi, they are relatively harmless unless squashed. They **never** divert their line of movement for anything. They just go over all obstacles (except water more than 1/2" deep which they go around). Thus the best defense against them is to remain utterly motionless (if you can!) while they swarm over you and past you. An inadvertent move could start a whole chain reaction of small acid baths that could just add up to an agonizing death!

Special Notes: They are nocturnal movers (frequently over-running whole camps before the sleepers know what is happening) and are found only in damp, moist climates with lots of vegetation (i.e. rain forests, jungles and bogs/swamps). Oddly enough, some of the more barbaric tribes occasionally keep a few around as "pets"!

RustLumps

Type: Fungus **AC:** 9 **CF/Move:** Non-Mobile **HP:** 3-9 **Color:** Iron grey **Description:** Golf-ball to soft-ball sized lumps of fungus.

Powers/Attacks: No deliberate attack but if touched/bumped they "explode" (50% chance) in a cloud of spores (9'-27' in diameter depending upon size). These spores "eat" all ferrous metals at the rate of from 1 square foot (by 1 inch thick) per minute, up to 3 square feet (by 2 1/2 inches thick) at the same speed.

Notes: The spores are 100% fireproof; 75% acid/poison proof and suffer no damage* at all from physical bashes etc. However, cold of 18 HP or more will kill it (and stop its metal eating) regardless of its size/amount.

Special Notes: Washing it off (while it's "eating" only!) will cause it to double its size every 3 seconds it's wet!

End Notes: It is found anywhere there are trees (which it lives attached to in "clusters" of 3-8 lumps) and temperate to warm climates. In fact some elven clans deliberately grow them on trees around their habitats as a sort of land/tree mine!

* They just "pop" scattering their spores, then regrow/regenerate in 21-30 hours.

(GIANT) Emerald Tree Spider

Type: Insect *AC:* 5 *CF:* 18-23 *Move:* 300' per M/R (ground) 180' per M/R through/from tree(s) (to trees) *HP:* 18-21 *Size:* Roughly equal to a medium-sized dog, with legs up to 3 1/2' to 4' in length. *Color:* Emerald green over all with "black sapphire-like" eyes (8 of them). *Description:* A large arboreal wolf spider. *Attacks:* 2 forelegs for 1-3 to 2-4 HP damage, and/or 1 bite* for 3-5 to 5-7 HP of damage.

Special Notes: The bite* is venomous with a potency of 1d8 per each 3 HP in size of the spider (or fraction thereof). Thus an 18 HP critter would have a venom potency of 6d8! This venom also blinds (in 1d6 CF counts) all victims to a size equal to 10 HP per each 1d8 potency. As an example: that 6d8 venom would blind all live creatures up to 60 HP in size. Duration of this blindness is one (1) minute per each 1d8 of venom potency and with a cumulative 3% chance of permanency per each said d8.

End Notes: These aggressive arachnids are found only in the infamous "Skytrees/Godtrees" areas of the world (thank goodness!!).

Spring Snake

Type: Snake *AC:* 5 *CF:* 10-23 (+5 for initial strike only) *Move:* 66' per M/R (ground) 88' per M/R (water) and with an initial (only) "spring leap" of 13'-18' *HP:* 7-12 *Size:* 3" long per each HP size (i.e. a 7 HP spring snake would be 21" long) *Color:* Banded in "mucky-green" and black. *Description:* A classic pit viper. *Attack:* A fanged bite of 1/2 to 1 HP damage that is highly venomous*.

Notes: The venom* has a potency of 1d8 per each 1 HP in size of the snake. Thus, a 12 HP-sized spring snake (incidentally only 3' long) would have a 12d8 potency venom! This venom causes all victims (of a size equal to 10 HP per each 1d8 of the venom's potency) to rapidly (1d8 CF counts) become disoriented, dizzy and unable to function at full capacity. In fact, victims should subtract 49-99% (d50 roll) of all character stats (even mental) for the duration of the effect. This duration will last 3 minutes per each 1d8 of venom potency and has a basic 3% chance (regardless of said potency) of having permanent effects. Phew! Nasty stuff!

Special Notes: These creatures lie in wait near waterholes (etc) in a "coiled spring" shape. Whenever a victim comes along they "release the spring" and shoot out of hiding to bite their target just like a compressed spring would do. It takes them one (1) full M/R to "recoil".

End Notes: These snakes, while exceedingly rare, are still found world wide. Anyplace that is well-watered and/or swampy being their

preferred area. And, unfortunately, the venom is used by assassins (who call it "Amberdizzy") but its high cost (10,000 GS per each one ounce — 10 full-potency doses) makes it relatively rare.



Caphaelaine Ring Star — aka: The Cobra
An infamous Arduinian Thief-Assassin
(and one of my characters).

Arduinian Felines

In Arduin there are only seven (7) basic "breeds" of cats (felines), all of which are *much* more sentient than our own terrestrial kinds. Just how smart they really are is debatable but most Sages agree that they are *at least* as smart as chimpanzees or dolphins, both of which have been (in Arduin) noted as having fairly complex "languages" as well.

At any rate, cats in Arduin are looked upon more as *companions* and *friends* rather than pets. In fact, recent laws were enacted in Arduin to prohibit the sale or barter of felines as that would, in all probability, constitute slavery! Here then are Arduin's felines.

NightPaws

Averaging 30-40 lbs in weight (50+ lbs not being too uncommon), these utterly coal-black cats *always* have either bright green or sapphire blue eyes. Arguably the "most intelligent" of the cat breeds, they are almost never seen anyplace but mountain areas, especially in/near Dwarven holds. In fact these cats and Dwarves have a long history of mutual fondness for each other. Magicians also prize them as familiars.

Sky Cats

These 20-30 lb cats (35 lbs being about tops) get their name from their propensity for rooftop travel/living throughout Arduin's cities. They range in color from brick red through dusky tan and always have amber or yellow eyes. They have very cartilaginous bones so that they can squeeze through openings half ($\frac{1}{2}$) their normal bodily diameter. They are so supple that many, *erroneously*, think that they are double-jointed. Whatever, they are fantastic rat hunters/killers and carry on a continuous, bloody "war" against them. For that reason, in Arduin, they are the *official* "Royal Animal Friend" of the King and have free run of the palace grounds.

- * The cat language is called "Hass-Skeer" and is virtually impossible for human(oids) to master. On a side note, the chimpanzee/great apes' language is called "Haugh-Hukk" and is about as difficult as Low Orcish to learn.

Woods Cats

These felines have three (3) color phases each year: white in the winter, leaf green in the spring and a mottled brown from late summer through fall. Averaging 28-31 lbs (38 lbs is tops), with ears "twice normal size" and eyes (always!) a bright violet colour (dull grey in winter), these cats are quite distinctive looking. There has always been a very close relationship between Elves (and *some* foresters) and these felines. Legends have them capable of limited telepathy and *minor* telekinetic abilities but this has *never* been satisfactorily proven.

(Sea) Water Paws

This is the smallest of all Arduinian cat breeds, weighing only 15-20 lbs (22 lbs max) and they *always* have bright gold eyes. Fur color, however, is quite varied and *always* of the "calico" pattern. They are great swimmers and have been known to dive to depths of 60' or more in pursuit of a fishy dinner. Their other distinctive features are their $1\frac{1}{2}$ " — $2\frac{1}{2}$ " little *stub* of a tail and somewhat "webbed" paws. They almost never (3% chance) leave the ships they live on and originate in the matted seaweed "islands" of the Sargasso Sea. Sailors, especially fishermen, have always enjoyed a very special relationship with these aquatic cats and are fiercely protective of them (and vice versa).

Tiger Cats

These cats look like tiny miniature tigers in all respects except one. These 45-55 lb cats (65 lbs being the largest ever seen) have bright red eyes with no easily discernable pupil. Just solid red eyeballs. They are the "wildest" of all the cat breeds and generally dislike mankind greatly. Found exclusively in the southern jungles (even the terrible Green Hell), they are renowned fighters and have even (in olden times) been pitted against gladiators in the bloody arenas of Valgaard — *one on one*. However, a few (*very*!) "wild Hobbits" from these areas have (*quite rarely*) managed to "befriend" one of them. No one else has ever managed to do this.

Blue Tips (Blues)

These 20-25 lb cats resemble powder blue (navy blue paws, nose and ear tips) "Siamese" cats. Their china blue eyes and pale blue tongues round out these felines' "blueness". They inhabit *near* arctic places and prefer climates ranging between 30-45 degrees. They seem to have some sort of a special relationship with the northern (Blue) barbarian clans. Especially with the Amazon ones. These "cold kitties" also seem

to be (mostly) impervious to any temperature down to about -80 degrees. However, put them in a place warmer than 60 degrees and they get very ill, very fast. Legends say these felines can "become invisible" at will but, like most "barbarian tales", it has never been proven so.

Motleys

This is the most common (and least intelligent) of all the cat breeds. They run the entire terrestrial gamut of colors and patterns (save those listed previously). They range in size from 24 to 28 lbs and tend to have (40% chance) butter-yellow eyes. They are renowned for their longevity (i.e. about +50% longer than normal).

Final Cat Notes

Arduinian felines normally live 31-40 years and do not "get old" until the last 6-10 years of life. They also tend to bear litters of 3-6 in number and never more than once per year. Consider them "fully mature" in 3-5 years and at "maximum ability" from age 7-30 or so.

Please remember that these felines should not be used a player characters as they simply aren't "quite enough" to fill that role. As NPC's and "color" characters they do quite well and enliven play a whole bunch. So use 'em but sparingly and in their proper place.

A Few Common Arduinian Clan / Tribal Names

Human	Elven	Dwarven
Ardeaux	Arrow Sun	Blackhand
Bahr	Dark Star	Brass Eye
Casseaux	Far Star	Breakmountain
Darian	Fire Bow	Darkdown
Fanci	Fire Star	Fire Axe
Guepard	Golden Bow	Gold Tooth
Jaer	Grey Haven	Iron Foot
Kapella	Morning Star	Iron Heart
Mirak	Silver Leaf	Iron Nose
Phaid	Silver Spear	Silver Heart
Rogier	Silver Sword	Star Forge
Terleaux ¹	Wanderleaf	Stone Hand
Tyrehl	White Crow	Thunderflist

¹⁾ Probably the most common human last name in Arduin

Hobbit	Half-Elven	Orcish
Applecourt	Cloud Dancer	Bear Claw
Berrymouth	Far Arrow	Bloody Jaws
Brightwater	Fast Bow	Bloody Spear
Golden Pipe	Night Sky	Brass Axe
Golden Scone	Oakenthrust	Fireflist
Kegsbreaker	Rainbow	Hell Hammer
Merry Laugh	Shatter Spear	Iron Skull
Pearl Diver	Silver Helm	Mighty Axe
Silver Spoon	Sky Shield	Shatter Skull
Stonefoot	Startail	Shield Breaker
Tanglefoot	Sun Spear	Skull Splitter
Two Tarts	Sword Taker	Thundersword
Wanderfoot	Wind Walker	Wolfjaw

Feel free to use these clan/tribal names for your own characters (they're quite common in Arduin so a few elsewhere does make sense!).

Courtesan Encounters

These charts are to be used to keep Courtesans "in play" even during campaign lulls. Simply roll on the monthly chart (once per game month) and on the Special Happenings chart as indicated. Of course, these are optional charts but, if you do elect to roll on the monthly chart, then you're stuck with the results (even if it indicates a roll on the 2nd chart).

Optional (Monthly) Courtesan Chart

Die Roll

Happening

- 1 You were tipped 3d100 GS by a prominent political customer. Also 1d4 other base-pay rate liaisons. You may roll on the Special Chart if you like.
- 2 You have had 1d3 liaisons (at full base pay) this month.
- 3 One of your customers got too rough (lose 1d4 CHAR for 1d30 days w/ 5% chance it is permanent). Roll on Special Chart.
- 4 You have had 1d4 liaisons (at full base pay) this month.
- 5 A huge brawl erupts in an Inn (GM says which) between 1d6 potential customers — damages are 101-200 GS and you might just have to pay!¹
- 6 You have had 1d5 liaisons (at full base pay) this month.
- 7 One (1) of your five customers this month has fallen in love with you!¹
- 8 One of your customers has passed an illness (GM adjudicated) on to you.¹
- 9 A thief has successfully ripped you off (getting the whole month's earnings). You lose 1d4 base pay rates in amount.
- 10 You have had 1d6 liaisons (at full base pay) this month.
- 11 During a liason (base rate), your client is murdered (and you see who did it).¹
- 12 You have had 1d8 liaisons (at full base pay) this month.
- 13 You have had 1d10 liaisons (at full base pay) this month. You may roll on the Special Chart if you like.
- 14 You were too sick (cold, flu, etc) to work this month.
- 15 Roll on this chart 1d3 times, ignoring this number.
- 16 Busy month! You have had 1d20(!) liaisons at full base pay.
- 17 A customer takes you travelling for 11-30 days (at base rate per day).¹
- 18 A customer officially accuses you of stealing from him (you're innocent).¹

19 A wealthy merchant (old, ugly) wants to "buy your contract" for 1,000 GS times your EL. What do you do?

20 A courtesan friend teaches you a new skill (choice). Roll on Special Chart.

- 1) GM adjudicates the result(s) of this happenstance.

Special Courtesan Chart

Roll Only As Indicated On Monthly Courtesan Chart

Die Roll

Special Happenings

- 1 You have learned of an impending assassination from a drunk and bragging client (who is not the assassin). Now what?
 - 2 You have learned political information potentially worth at least 500 GS but dare you risk it (it involves the Royal Family)?
 - 3 Fearing he talked (about?) while drunk, a client slipped you a poison (51-100% of your HP in damage). Do you die? Now what?
 - 4 An insane client has horribly mutilated you (-1d10+8 CHAR permanently) and left you for dead (5% chance you die).
 - 5 A former client, who really "loved" you, has died and left you an inheritance of 10d100 GS value.
 - 6 You have acquired political information potentially very damaging to a faction that is anti-current Royal Family. Now what?
 - 7 You have been seeing a married noble whose wife takes exception to that (and to you) — she confronts you w/ GM adjudicated results.
 - 8 A client dies of natural causes (heart attack) during a visit with you. It could get very complicated due to his family and politics.
 - 9 A happy client (Alchemist) has gifted you with 1d10 doses of a (random choice) potion, lotion or salve, etc.
 - 10 A happy client (Magician) has gifted you with a "mystik favor" (GM adjudicated).
 - 11 You have acquired information and/or a "treasure map" to one of Arduin's listed locations for same. GM adjudicates details.
 - 12 A client of yours "loaned" you 5,000 Gs to "buy into" a fairly famous "House" so your future is assured. Note, however, that you will be starting out as the junior partner (of 6-15 total). GM adjudicates which house it is.
- 1) GM adjudicates just how much of a problem has occurred and its cost (real and in "bad press") to you.

Some of Arduin's More Famous Courtesan Houses

House Name	Location	Notes	Rating
Ten Thousand Delights	Talismondt	avored by guardsmen	☆☆☆
House of Ruby Lights	" "	ruby-colored lights	☆☆☆☆
The White Garden	" "	elven hangout	☆☆☆☆
House of Golden Sighs	" "	favorite of nobles	☆☆☆☆☆
The Jade Couch	" "	newest in Arduin	☆☆☆
The Rainbow Rose	Melkalend	known for kitchen	☆☆☆
House of Crimson Dreams	" "	"House of Pain"	☆☆☆☆
Cloud Heaven	" "	male courtesans	☆☆☆
The Perfumed Curtain	" "	incense everywhere	☆☆☆
The Blue Light	Kharaksen	blue-lit throughout	☆☆☆☆
House of Winds	" "	"barbarian" courtesans	☆☆☆
Aurora Erotica	" "	lesser nobles	☆☆☆☆
The Velvet Basket	" "	known for "devices"	☆☆☆
White Heart	Vorinyas	magicians' favorite	☆☆☆☆☆
Menagerie	" "	non-human courtesans	☆☆☆☆
Dark Dreams	" "	famous for drugs	☆☆☆☆
Evernight	Nytherna	favorite of Amazons	☆☆☆☆
The Golden Pillow	" "	famous for art	☆☆☆☆☆
Random Love	" "	oldest in Arduin	☆☆☆☆☆
The Delightful Embrace	Leiberton	known for wine cellar	☆☆☆
The Passion Pool	Pearl House	famed "love" pools	☆☆☆☆
Kissey's	Hobbiton	all hobbit courtesans	☆☆☆☆
House of Nine Gardens	Rosewater	known for gardens	☆☆☆

House Name	Location	Notes	Rating
Whispering Hearts	Rumbltown	famous for massage	☆☆☆☆
Mirage House	Watchtown	favorite of foresters	☆☆☆
Goldenrod	Bordertown	has a large caravansary	☆☆☆
Tunnel of Sighs	Mickleby	all dwarven courtesans	☆☆☆
Jewel in the Crown	High Bridge	visited by Royalty	☆☆☆☆☆
The Quiet Shout	Easterly	has a large caravansary	☆☆☆
House of Happy Smiles	Athalton	famed erotic library	☆☆☆☆

How To Rate A House

A House is rated much like an Inn but uses Lilies instead of Stars. Thus a House rated ☆☆☆☆☆ is the ultra-best while one ☆ denotes one that is not very good. Note also, the average house usually rates only two ☆s, not three.

End Note

Each end year, one courtesan in each city is awarded "The Order Of The Golden Lily". For the following year, her prices are doubled as she has been rated "the very best" courtesan in that particular place. The award (a gold lily pin) is passed on from winner to winner each year but is always prominently worn during its "ownership". No one has ever won it more than three years running.

The following charts are a little added extra to make the play of thieffy characters a bit more interesting. I do hope you enjoy them.

Optional Chart for Day to Day Thieffy "Earnings"

Chart -A-

Die Roll	What Happened
01-05	Pouch snatch succeeds, you get 1d10 CP.
06-10	Petty pilfering nets you 1-5 CP and food to eat for a day.
11-15	Burglary succeeds, you fence stuff worth 11-30 CP.
16-20	Petty pilfering nets you 6-10 CP and 3 day's food.
21-25	Bagged! The city watch nailed you trying to pouch snatch ¹ .
26-30	Petty pilfering nets you 11-20 CP and 1 week's (6 days) food.
31-35	Pouch snatch succeeds, you get 1d10 SP, also roll on Chart B.
36-40	Suprise! Your pilfering netted you a "map" (GM adjudicated).
41-45	Pouch snatch fails! Go to (50%) Brawl or (50%) Attack Chart.
46-50	Suprise! The stolen pouch was booby trapped! 10% chance of death, 65% chance of 1d8 HP damage (to hand, etc).
51-60	Burglary succeeds, you fence stuff worth 11-30 SP.
61-65	Trap! You flee the failed burglary but are wounded (1d100% base HP) ² . This one <u>could</u> kill you!
66-70	Burglary fails! Fall from (roll) 1, 2 or 3 story height ³
71-75	Roll twice on this chart, ignoring this number.
76-80	Bagged! City watch grabs you during a burglary ¹ .
81-85	Burglary succeeds, you fence stuff worth 1d30 GS.
86-90	Burglary results in fight with guardian wardog(s). Game it out!
91-95	Pouch snatch succeeds, you get 1d10 GS, also roll on Chart B.
96-97	You are unsuccessful trying to steal from a Magician ⁴ .
98-99	As per 96-97 but caught by a Priest(ess) ⁴ .
100	You successfully burglarize a wizard's roost (65%) or priest's hidey-hole (35%). Value of fenced goods is 2d100 GS but there is a 33% chance they'll figure out who (you!) did it <u>and</u> come after you! Run!!! Roll twice on Chart B.

- 1) See appropriate Arduinian law & punishment.
- 2) Each story is 15', go to fall chart!
- 3) Roll of 96-100% indicates they caught you as you became unconscious.
- 4) Oops! GM adjudicates what the angry spell slingers will do!

Use this chart to do your weekly thief's "work". Only roll once per week of 6 days.

Optional Thief Chart -B-

Roll on this chart only if indicated on Chart A

Die Roll	What Happened
1	You gamble (dice, etc) with your "earnings" and <u>win</u> 1d100% more (than what you gambled with).
2	You become seriously ill (GM adjudicated as to with what) and have a 1d20% chance of dying in the next 11-20 days.
3	Your thieffy proclivities have run you afoul of some 1d12) BLS members. GM adjudicates if you survive or not!
4	You have met "the woman" of your dreams. You are wildly in love with her. There is a 30% chance she loves you.
5	A bad fall during an attempted burglary breaks both your legs! Take 6-8 weeks to heal and permanently lose 1d3 off of your AGIL score.
6	You gamble with your earnings and lose it all! Plus, you lose 1-100% of all your other money!
7	You scored big (901-1000 GS(!) in gems & jewels) but had one (1) eye totally (permanently) destroyed by a cunning trap (flechette cluster). 5% chance they were poisoned (51-100% base HP).
8	You messed up bad! Caught, tried and convicted (see appropriate Arduin Law & Punishment). And it gets worse ¹ .
9	You scored big (20d100 GS(!) in rare art objects) but have lost (permanently) 50% off of all physical stats due to an envenomed needle (trap).
10	You successfully stole 3d100 GS (gems) from a famous courtesan but she got a good look at you as you escaped ² . Now what?
11	You successfully stole 2d100 GS (gems) from a person who got a good look at you as you escaped. Unfortunately for you, they are an <u>anarchist</u> ² !
12	During an attempted theft from a high level Priest, you got caught and have been (forcibly) geased into becoming "lawful good" and a "true believer" ³ . You'll <u>never</u> steal again! Now what?

- 1) The people you tried to rip off are a high-ranking noble family. They are putting intense political pressure to have your hand lopped off! There is a 20% chance they will succeed.
- 2) GM adjudicates the victim's course of action. Could be anything (good to bad).
- 3) GM adjudicates which religion it is.

The following chart is self-explanatory. Use it when applicable during initial character generation — but, remember, it is optional.

Optional Special Abilities Chart

for

Orcs, Deodanths and other "Nasty" Player Characters

- 01-05 You have a "sweet tooth" for human-elven-dwarven flesh (roll for 1 only).
- 06-10 You have a "demonic" patron whom you pray to / work for¹.
- 11-15 You are a member of a Black Lotus Society (BLS) criminal cell.
- 16-20 You are secretly an Assassin — roll up, etc your 2nd class appropriately.
- 21-25 You have demonic blood in your genetic makeup. Add +1d8 to all Stats. You are also 20% resistant to all flame, fire, etc.
- 26-30 You are a berserker who loves to kill, kill, Kill, KILL, KILL!
- 31-35 You are extremely xenophobic and hate all not of your own kind!
- 36-40 You are sadistic, cruel and love to torture and maim helpless victims! You are also utterly without fear (stupidly brave).
- 41-50 You are afflicted with "dwarfism" and will be only half ($\frac{1}{2}$) the normal size, weight and two-thirds ($\frac{2}{3}$) all normal physical stats!!! Gotcha!
- 51-60 You are an abject coward (run away 50% of the time, "freeze up" 25%).
- 61-65 You are a secret member of an illegal slaver/outlaw group.
- 66-70 You have a bounty (501-1000 GS) on your head for murder!
- 71-75 You are a secret "spy/informer" for the Royal Family / government! This pays you $1\frac{1}{2}$ GS/month per each EL you are. GM adjudication here.
- 76-80 You are 100% immune to all poison/venom regardless of kind/potency. However, anything "sweet" makes you vomit!
- 81-85 You are very susceptible to any/all magik (-13% to MRs).
- 86-90 Roll twice on this chart, ignoring this number. Go!
- 91-95 Your whole family line, to infinity, has been "cursed" into being totally, utterly "Lawful Good", kind, generous, considerate, etc, etc, ad nauseum.
- 96-97 You are enamoured (in love with) only females (or males) of another race than your own².
- 98-99 Go back to the regular, appropriate Special Abilities chart and roll three times!

Shadowlands

65

100 You are a Rogue Magician(1) with all that implies (see A&V for particulars). You will "know" 1d10+1 of the listed magiks (roll!), randomly ascertained regardless of "Level of Power".

- ¹) Careful GM adjudication/help is needed on this one.
- ²) GM's choice on this one! Elves? Dwarves? Hobbits? Humans? Whatever he/she chooses, it's sure to spell trouble!!!

Special Note: As this is an optional chart, it is rolled on after the "normal" Special Abilities chart has been done. And, remember! You choose to roll on it, so **YOU'RE STUCK WITH IT!**



Never pull a thorg's tail!

Alchemical Stuff

Here are more things alchemical to perk your interest. Do remember the percentages in parentheses is the chance some will be for sale in the particular city you are in. Go to the chart at the end of this section to see how much was available if you make the percent roll as listed.

Bhillagharn's Blue-Goo (aka: Glass Gulp)

A brilliant "phosphorescent-blue" viscous liquid that has a very strong odor of "rotted fish". Each three (3) ounce dose will, once drunk, cause any living being up to 40 HP in size to become totally transparent (like glass). Duration of this effect is one (1) hour per dosage taken. Its usage is quite obvious.

Each dose needs some 80 GS of fairly common materials to make and requires some six (6) hours to do so. It can be made in any amount desired and has a shelf life of up to seven (7) years if properly stored (in airtight ceramic jars). Retail price is 300 GS/dose (45%). Only alchemists of EL 3 or more may learn this process and to do so requires 60 days of attentive study and the expenditure of 1860 GS.

Hunzagger's Ironsides Lotion

This faintly orange scented reddish-yellow lotion is concocted of extremely rare ingredients. Each four (4) ounce dose needs eight (8) hours and 2840 GS of said rarities to make but can cover an area up to four (4) foot square. Any metal thus covered will become four (4) times harder and twice (2X) as heat/cold resistant as it usually is. This lasts for 11-20 hours (roll!) in normal climates but lasts up to 50% longer in dry climates. Note that the treated metal retains its own normal flexibility and ductile properties.

To learn how to produce this lotion requires 100 days of moderately difficult study and an expenditure of 1205 GS. Retail price is 5600 GS/4 oz. (55%).

Any size batch may be concocted, and it has a shelf life of up to 13 years no matter how it is stored, so long as it is kept dry.

Karatorque's Powdered Ice (aka: Polar Dust)

Only EL 6 or better alchemists are able to concoct this rare stuff. Each one (1) ounce dose has a cost of 5600 GS to create (over a ten day period). No more than 7 doses can be made in any single batch. Kept absolutely dry, it has a 1000 year shelf life. Water is what

activates it. Tossed into any water, each dose will cause 10 cubic feet of it to freeze solid (taking 1 second per each cubic foot to do so). The ice is real ice with all the appropriate properties. Retail price is 12,500 GS/dose (8%).

Learning this puissant alchemical process costs 12,000 GS and requires 11 months of extremely arduous study.

Jhamma's Quick Seal Salve

This faintly banana-smelling, pale purple salve has an ingredient (common) cost of 310 GS per one (1) ounce dose. its usage is as simple as it is important: six (6) seconds after exposure to air it forms a translucent and "Flesh-like" membrane that is permanently bonded to whatever surface it was smeared on. Each ounce can cover up to 18 square inches. This membrane has all the properties of human flesh and is most often used to seal RCH bleeding wounds or to cover burns. Any alcohol will cause it to dissolve. Retail price is 666 GS/1 oz (60%).

It can be stored in any manner so long as it stays dry. Dry, it has an indefinite shelf life. Any size batch may be made. Learning to create this highly useful stuff requires 99 days of hard study and an expenditure of 645 GS.

Zartan's Outfire Fog

This stuff is concocted inside sealed glass containers at a cost of 98 GS per each 6" diameter jar or sphere. Said container contains enough "fog" to saturate a disk-shaped area some 15' in diameter by 3' thick. It takes 1 second to cover this area. The strongly cinnamon-smelling lavender fog is heavier than air so will always "flow" to the lowest point of any area. The fog puts out all fires of a non-magical nature in 1 second per each one thousand degrees (fahrenheit) in temperature it is. A 3000 degree fire would need 3 seconds to go out and so on. Duration of the fog is 13 seconds, so it does have a limit to the temperature it can handle. Magical flame takes 3 times as long to put out and, once out, will re-ignite as soon as the fog dissipates. Regular ones stay out. Retail price is 330 GS/each 6" size sphere (56%).

To learn how to make this handy stuff takes six (6) weeks of moderate study (less one week per each EL more than EL 10 the alchemist is). It also takes 1,050 GS worth of materials but, once made, it has an indefinite shelf life so long as it is kept totally sealed.

Chambruse's Sentry Sand

This stuff has the look, color, and feel of ordinary sand but is, in fact,

very remarkable stuff. When stepped upon (by a weight of 30 lbs or more), it "snaps, pops, and bangs" while giving off flashbulb-equivalent flashes of blue-white light. The noise is louder than a barking dog and is guaranteed to wake even those deeply asleep. It can be made in a any size batch, each pound being able to cover 10 square feet and consisting of 18 GS worth of very common materials. Each batch takes two (2) hours to make and has an indefinite shelf life. Note, however, that once activated (by stepping upon), it is used up and should be replaced. Retail price is 50 GS/lb (40%).

Learning to make this stuff takes only 11-20 hours (roll) and an expenditure of 116 GS.

Arhuu's Hungry Fog Spheres

This horrific alchemical weapon is exceedingly rare for two (2) reasons: each softball-sized "grenade" (i.e. glass spheroid) requires some 1450 GS in materials to make (taking 2 days to do so); only those alchemist of EL 10 or better can understand the complex processes required to make them. Note also that only one (1) at a time can be made because of this complexity.

When shattered, the sphere releases an extremely rapidly expanding cloud/fog of bright scarlet gas. It fills an area approximately 33' in diameter in one CF count (1/5 of a second!). Its duration is 11-20 seconds (roll!) and it does not expand beyond its approximate 33' diameter area unless blown by wind (natural or artificial). If it is made to increase its covered area, its effects are lessened proportionately.

So what does this stuff do? Well, simply put, it **DISSOLVES ALL ORGANIC MATTER** within its area at the rate of 11-30 HP worth per CF count (each 1/5 of a second!) to a maximum of 1,000 HP worth. This is without regard to the number of its victims (or other organic things — like leather chairs, cotton cloth shirts etc). Thus it could, theoretically, utterly dissolve twenty (20) 50 HP Orcs (at 11-30 HP each per CF count) or one (1) 1000 HP monster (Godzilla?). So on and so forth.

Note the fact that if stored in glass it has an indefinite shelf life but, if stored in any other substance, it lasts only 13 months. Remember too that there is no known neutralizer for this horrid stuff (though only organic matter can be affected). Thus it is dangerous to even have around. To learn to create this awful and generally unlawful alchemical mayhem requires two (2) years of arduous study and an outlay of some 94,850 GS. Retail price is 25,000 GS per "grenade"/sphere (1%).

Available Alchemy Price List for Arduin

This section is to give the player the current (in Arduin) going prices of all the previously published alchemical stuff. It also will have a percentage in parentheses that indicates the chance such stuff will actually be available for sale in any large city. Towns and villages would have considerably less chance if at all. Finally, following this price list will be a way to determine how much is available.

- ¹ Abskambar's Abyssal Blast Pellets: 15,000 GS/egg (1%)
- ⁷ Arhuu's Hungry Fog Spheres: 25,000 GS per "grenade"/sphere (1%)
- ⁴ Barahajnuu's Benevolent Unguent of Urgent Healing of Burns/Acid: 550 GS/10 oz (80%)
- ⁴ Ben-Qua-Zell's Potion of the Eyes of the Overworld: 3,750 GS/dose (5%)
- ⁵ Bhad-Byll's Mindfast Potion: 1,440 GS/dose (15%)
- ⁷ Bhillagharn's Blue-Goo: 300 GS/dose (45%)
- ⁵ Black Brian's Brew: 3,335 GS/pint (3%)
- ⁴ Calicraxe's Wax: 10 GS/20-hour candle (95%)
- ⁶ Calimah'r's Puissant Potion of Dragon Repelling: 1,500 GS/16 oz dose (10%)
- ⁷ Chambruse's Sentry Sand: 50 GS/lb (40%)
- ⁵ Chyp's Cataclysmic Cacophony Crystals: 3,300 GS/crystal (3%)
- ⁶ Colibri's Fantastic Aerial Transport Spheres: 7,500 GS/egg (2%)
- ⁴ Delphenorn's Potion of Absolute Astral Passage: 6,600 GS/dose (8%)
- ⁴ Delphenorn's Potion of Inestimable Ethereal Passage: 7,700 GS/dose (7%)
- ⁵ Diana the Golden's Elixir of Inestimable Value: 3,800 GS/dose (15%)
- ⁴ Ezekial's Ectoplasmic Replacer Potion: 4,500 GS/dose (35%)
- ⁴ Forkham's Fabulous Fast Acting Memory Potion: 500 GS/dose (75%)
- ⁴ Gyplossor's Glittering Lotion of Fantastic Effect: 250,000 GS/20 oz (1%)
- ⁴ Harkness' Silver Globules of Infinite Sharpness: 500,000 GS/lb (1%)
- ⁷ Hunzagger's Ironsides Lotion: 5600 GS/4 oz (??%)
- ⁶ Hunzagger's Potent Potion of Inestimable Power: 25,000 GS/dose (3%)
- ⁴ Ishmael's Liquid Wind Potion: 50 GS/oz (85%)
- ⁷ Jhamma's Quick Seal Salve: 666 GS/oz (69%)
- ⁴ Jollander's Special Potion #9: 1,000 GS/dose (75%)
- ⁴ Karatorque's Chameleon Paint: 440 GS/oz (25%)
- ⁶ Karatorque's Kalamity Coins: 5,500 GS + cost of metal/coin (6%)
- ⁷ Karatorque's Powdered Ice: 12,500 GS/dose (8%)
- ⁴ Lalamaluna's Liquid of Lasting Luminescence: 25 GS/6 oz (95%)

- ⁶ Maryzehl's Elixir of Restorative Goodness: 150-220 GS/dose (88%)
- ⁴ Maryzehl's Miraculous Potion of Awesome Allrightness: 75,000 GS/7 oz dose (2%)
- ⁵ Master Yee's Magnificent Marbles of Deception: 13,000 GS/marble (1%)
- ⁶ Montasohree's Mystik Mind Expander Potion: 500 GS/dose (65%)
- ⁴ Montebankh's Mystik Sticky Mist: 10,000/4 oz (5)
- ⁶ Mosharon's Emergency Habitat Spheres: 5,000 GS/per each 10' in size of the "opened sphere" (20%)
- ⁴ Narquar's Noble Simplex Pills: 1,300 GS/pill (25%)
- ⁴ Osybarra's Powder of passive Resistance: 20,000 GS/pound (3%)
- ⁴ Paradue's Puissant Potion of the Mists of Panic: 2,500 GS/dose (10%)
- ⁶ Partamore's Little Violet Pills: 10,000 GS/pill (1%)
- ⁶ Pharanore's Phumble Gas: 4,880 GS/sphere (20%)
- ⁴ Quazatt's Quick and Sure Memory Enhancer: 100 GS/dose (35%)
- ⁴ Rharkman's Absolute Answer to Needful Light: 100 GS/pint (90%)
- ⁶ Saint David's Dragons: 2,825 GS/egg (33%)
- ⁶ Sanchuu's Serendipitous Liquid of Potent Allure: 10,000 GS/dose (7%)
- ⁴ Sean "Micky" Finn's Super Slumber Drops: 1,000 GS/drop (50%)
- ⁴ Shunsadohr's Last Gasp: 3,000 GS/pill (20%)
- ⁶ Sigestamundo's Silver Screamer: 105 GS/pellet (92%)
- ⁶ Thunderdust: 10,000 GS/oz (2%)
- ⁶ Trisha-La's Perfume of Perfect Defense: 10,000 GS/dose (only by request)
- ⁴ Twokkman's Twofold Liquid of Terrible Effect: 10,000 GS/oz (3%)
- ⁴ Utgaard's Ultimate Makeup: 2,000 GS/lb and 1,250 GS/qt (20%)
- ⁴ Viridian's Panic Buttons: 2,850 GS/button (7%)
- ⁴ Wookymaeyer's Wonderful Stuff: 3,500 GS/dose (15%)
- ⁴ Xudoe's Crawling Horror: 10 GS/dose (85%)
- ⁶ Yang's Mystik POtion of Massive Growth: 1,000 GS/dose (9%)
- ⁴ Yellow Mellowness: 3,000 GS/dose (13%)
- ⁷ Zartan's Outfire Fog: 330 GS/each 6" size sphere (58%)
- ⁴ Zookie's Zoom Zoom Liquid: 3,000 GS/dose (20%)
- ⁶ Zorn's Instant Armour: 185-250 GS/button (90%)

4) AG IV * 5) AG V * 6) AG VI * 7) AG VII

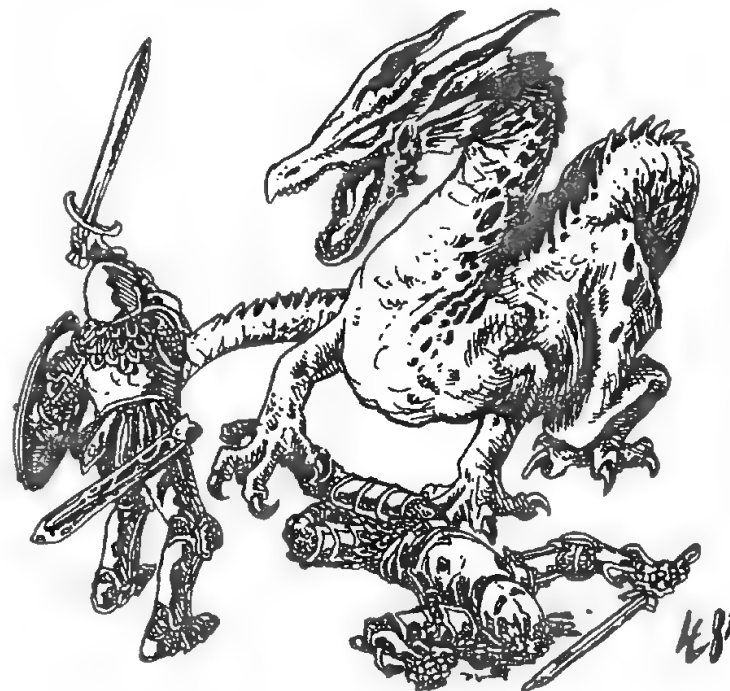
Special note: Orc alchemical products are not included in this list as they almost never become available to non-Orcs/general public. However, the 58 others listed here (including 7 more new ones in this book) should be more than enough to satisfy even the most jaded player! So, be sure to include alchemists in your games from now on!

How Much Is Available?

Naturally there are certain parameters that must be considered before availability amounts can be rolled. For instance, is the alchemist who owns the shop of sufficiently high EL to have created the stuff you want? And so on.

But, for shops in general, here it is:

Percentage	Amount
01-05%	1 base amount/dose etc
06-25%	1-2 base amounts
26-50%	2-4 base amounts
51-75%	5-10 base amounts
76-95%	11-20 base amounts
96-100%	21-50 base amounts



Wrong door, guys!

More Orc Alchemy

Quagga's Slime-Away Salve

This stinking, sewer-smelling black goo has a consistency like petroleum jelly and is always 10 degrees warmer than the ambient atmosphere around it. Approximately 6 ounces of the icky stuff is needed to liberally coat all surfaces on a normal sized Orc (or man). Once thus applied it will last (during normal daily activities) from 6-10 hours (roll and/or adjudicate according to the daily routine). Once on, no "slime, ooze, jelly" or other such "critter" will touch or "eat" the person under the alchemical coating. At least 90% of the time, anyway! Those critters simply find the goo totally unappetizing and will, in fact, actually do their level best to avoid contact with it after their first touch.

It can be manufactured in any amount desired in an operation that takes 18 closely supervised hours to do. Each one (1) ounce has a production cost of a mere 15 GS. However, the materials are rare and difficult to obtain, even for an Orc. Once made, it has a shelf life of up to 100 years so long as it is stored in any airtight container. The process requires 44 days of tough study to master as well as an expenditure of 1,080 GS. Characters smeared with this pungent goo have -10 CHR scores!

Pruhngnuhtz's Salubrious Saving Salve

A brilliant "rescue orange" in color, this thick and sticky salve has an odor strongly reminiscent of "squashed skunk"! Pheeew!! It takes about one (1) ounce of the stuff per each one (1) foot in height of the person to cover same totally. Thus a 6-foot Orc/man would need 6 ounces to cover themselves completely. Once applied it will last 8-10 hours (roll). What it does is quite simple: the wearer cannot sink in water or other similar liquids, in fact they'll float like a cork! And, yes, inanimate objects can be coated just like people can. It can be manufactured in any amount needed during a process requiring 13 hours of easy work. Each one (1) ounce costs only 8 GS to make and, once so done, will keep for up to 30 years so long as no moisture contacts it. Moisture activates it and "uses it up" in 8-12 hours. The materials needed for this stuff are relatively easy to get though not common by any means. The alchemical process itself requires an initial outlay of 300 GS and a moderately difficult 8 days of study to properly master.

Tamma's Tireless Sentinel Pills

These almond sized/shaped "pills" are a bright, shocking pink in color and have a faint aroma of horse manure. The taste is "decidedly manure-oriented" so they say. Strongly so. Each such pill will cause the chewer to be unable to sleep for 21-40 hours and to, as a side effect, be very "nervous, jumpy and paranoid". Sort of a super coffee high as it were. Once the effect wears off, there is a 3% chance per each hour more than 20 that they have been awake, that they will instantly fall into a coma-like sleep lasting 11-30 hours. So deep is this sleep that nothing short of their being eaten alive (really!) will wake them! Note as well that each pill used consecutively more than one (1) has a cumulative 5% chance of causing the eater's sudden death through heart failure. Needless to say, most Orc chieftains just love shoving these things down the throats of their guards.

Each pill has a production cost of only 3 SP and they can be made in any required amounts. The simple process only takes about two (2) hours and needs not be supervised beyond the initial 16-20 minutes. The ingredients are very common (for Orcs) and once made they will keep, literally, forever if not broken/smashed. The process to make these favorite Orc trade items takes 2 days of easy study and a cost of 88 GS to learn.

Skuzzbukehett's Elixir of Purging

A foul-smelling (sort of like a mixture of sulphur and rancid fish guts) greenish-brown liquid that is drunk in 16-20 ounce "doses". What this stuff does is immediately (within 10 seconds) cause the drinker to begin "purging" themselves from every orifice of their body! Everything is upchucked or otherwise spewed from their convulsing, bucking, squirming and shaking bodies. This purging will last 31-60 seconds per each (1) CON point of the drinker. An 18 CON equals as much as 18 minutes of convulsions! What the purging does is to totally get rid of all poisons, venoms or other toxic substances in the body. 100% gone. This is without regard as to the kind or potency of said toxicity. However, the purgative is so powerful that there is a cumulative 2% chance per each con point of the drinker less than thirty (30), that the induced convulsions will kill them from total nervous system dysfunction and cardiovascular shut-down. As an example: with a CON of 18, the drinker has a 24% chance of death ($30-18=12 \times 2\%=24\%$). On the other hand, people already fatally poisoned and dying will think it's a pretty good deal anyway. I know I would! Note too that those thus surviving the purge will be weak ($1/2$ STR and CON) for one (1) hour per each CON point they have less than twenty (20), with 20 minute

minimum anyway.

This stuff can be made in any amount desired but is usable only up to 13 days afterwards. It deteriorates into worthless goo beyond that time. The materials needed are somewhat rare, so each dose has a manufacturing cost of 185 GS. The process is long (100 hours), involved and requires constant supervision. Learning the process is also difficult, needing 36 days of attentive study and an expenditure of 840 GS.

One final note: This stuff is lethal to Hobbits (equivalent to 101-200 HP potency against them only) almost instantly.

Gumjukk's Fabulous Disease Dissipator

This stuff has an odor very like rotted turnips mixed with week-old sewage (Phew!). The taste of this lumpy yellow-brown semi-liquid reputedly matches said smell. Bleearch! Anyways, each 6-8 ounce "dose" will, when drunk (eaten?) have a 91-100% (roll) chance of totally curing any disease relevant to Orc kind. For non-Orcs this drops to 51-70% efficiency, so long as the imbiber is humanoid. It only works 31-50% of the time for non-humanoids. Note however, that any non-Orc drinker who misses that cure percentage (i.e. the stuff fails to work) will then have a cumulative 1% chance per each CON point less than 30 (1% minimum) that they have, of being POISONED. This poison will be of 13d8 potency. The ingredients needed to create this stuff are relatively common (for Orcs) and cost 188 GS per dose. However to learn the 100-hour production process requires 38 days of tough study and an outlay of some 1300 GS.

Ironeye Thunderfang's Mysterious Air Ink Powder

This stuff is odorless, as light as powdered cork and looks like talcum powder made from coal. What it does, when exposed to air, is to instantly (.01-.05 seconds) "erupt into an inky black cloud that is totally, 100% impervious to light". I.e. a lit lantern 6" away (in this stuff) could not be seen.. A single one (1) ounce "pinch" would form a 13' diameter area of this inky black darkness. Duration is 13 minutes and, once set, it cannot be dispersed by any wind or such. However it can be moved along, totally intact, (like some black balloon) by those winds. When it dissipates (taking 1d10 seconds at the end of its duration), it "collapses" back into a powder (this time charcoal grey) that coats everything inside its area of effect. Try to wash it off and it becomes real liquid ink! What a mess! The rarity of its component materials and their 150 GS cost (per "pinch") make this a rare item indeed. The three-hour production process (any amount desired may be made) takes 22 days of hard study to master and costs 480 GS to do.

Firemouth Elf Eater's Thunderdarts

This alchemical entry is somewhat strange as it is neither lotion, potion, pill, powder, or salve; it is in fact, a solid object in the shape of a 10" long by 2 1/2" diameter finned "DART". This 1 1/4 pound object has the hardness and feel of jade though it is yellow-gold in color. Each such dart is cast from a concoction of boiling hot alchemical ingredients by pouring into a special mold and then cooling over a 3 day period until "set". Each mold can be used only once because it must be shattered to get the dart out. Add to that the 30-hour "mixing time" and the 580 GS cost per dart and you have an **EXTREMELY RARE?** Orc alchemical item indeed!

What these darts are is quite remarkable; a sort of solid explosive that will detonate when sharply struck or thrown forcefully against a hard surface! Each dart has an explosive damage potential of 31-50 HP **AT THE POINT OF CONTACT/DETONATION**. There is also a concussive/blast zone 30' in radius from the detonation point. The damage, etc cetera, is as follows:

01-10' radius: 2d8¹

11-20' radius: 1d8¹

21-30' radius: 1d4¹

¹ This is for each creature in that radius of effect to a total damage not exceeding five (5x) times the base damage listed. As an example: in the 1d8 damage zone, up to 5d8 damage is the total potential for harm - but only at a maximum of 1d8 per individual target.

² This process reportedly takes two (2!) full years of arduous study to learn and at an experiment's cost of 10,000 GS! But, as only Firemouth and two other Orcs have ever mastered this terrible alchemical process, it is doubtful anyone would get a chance to learn it.

***** Special Note *****

Got some Orc alchemy of your own you would like to see in the next Grimoire? Well, drop me a line and we will see if it's just what the Orc ordered!

Herbal Concoctions

Of Arduin's Druids, Shamen and Medicinemen

This section deals with herbal, *NOT ALCHEMICAL*, concoctions used by those character classes which work with nature's own ingredients. Only the best known (and a few at that) have been listed. Enjoy.

Pulquad (aka: Greenlick)

This solid green stuff is most often seen in soap bar sized/weight units. It even has a texture and frangibility close to a bar of soap. Originally of druidical origins, now most shamen/medicinemen make it as well. It only takes 20-30 minutes to mix up but then requires about 40 hours to properly "set". Each such "bar" costs about 3 SP to make (with easy-to-find ingredients) and has a shelf life of up to 30 years if kept dry. Dampness causes it to melt into a useless goo.

What the stuff does is reminiscent of Quinine in that it *prevents* most "fevers" (only). This is done by sucking on it or licking it for about 30 seconds each day. It tastes like sour green apples and is quite astringent. Each bar will last about 30 days (+ or - 5%) and has a market price of 6-10 SP depending upon availability.

* It is 75-85% effective depending upon how it was made.

Denvee (aka: Foam-It)

This pale grey-blue powder, when put into water, has an odor reminiscent of barbecued beef. Each 2 oz packet will work in up to one (1) gallon of water. In said water, it fizzes and foams mightily for 3-4 minutes. *During this time (only!)* it is capable of neutralizing most glues (75% chance) and acids (up to 100 HP potency). It also causes such things as webs to become unsticky. Each 2 oz can be concocted with easily obtainable (80%) materials in about 45 minutes for a cost of 8-10 SP. Market price usually runs about 1 GS per 2 oz packet for this (originally) druidical stuff.

Yanoosh (aka: Tummy Quiet)

This yellow-white powder is used to quiet upset stomachs, seasickness, flatulence and general queasiness. Unlike the other remedy for such ailments, "Moragrym" (see AG VI), it is *also* a preventative medicine (98% effective) with a 21-30 hour duration per each 8 oz dose

drunk. (Up to 3 doses may be drunk in any 100-hour period. *More makes you sick.*) Each dose is concocted of readily available (90%) ingredients in about 20 minutes and at a cost of some 25-30 CP (1 to 1 1/2 SP). Market price is usually *double* that. And, unlike Moragrym (which tastes like rancid battery acid), it has a pleasant "rose" odour and tastes faintly of coffee. So it is usually preferred to the cheaper stuff. If already sick when imbibed, it takes effect in 11-20 minutes. Originally used by wild tribal shamen, it is now known world wide.

Bandha-Jhak (aka: Blue Cooler)

This aqua blue liquid is well-known world-wide because of its efficacy (99%). What it does is to *lower* the drinker's body temperature to its *normal level*. It takes effect in 1-3 minutes and is permanent in "duration". Used for breaking killing fevers fast and for relieving (*not* curing) the dreaded "Brain Burn Fever", each 4 oz dose costs about 6 SP to concoct and only takes 45 minutes to do so. Originally a Druid medicine, due to the ordinariness (95%) of its ingredients it is now made by just about everyone able to do such things. Figure market price at about 10-12 SP/dose.

Zwazyc (aka: Ruby Relief)

Essentially a more effective venereal medicine than "Mortyndahl" (see AG VI), this is drunk in 12 oz liquid doses over an 11-20 day period (GM rolled) and is 95% effective with a pleasant "mint" aroma/taste, it is quite a popular medicine - at least for those who can afford its stiff (no pun intended) market price of 1-2 G.S. *per dose*. Made from fairly easy-to-find (75% chance) ingredients, *each* dose costs some 5-7 SP to make (in a 2-hour concocting process). Originally an *elven* herbal remedy, it is now made worldwide by all with the smarts to do so.

Brucher (aka: Tooth Taker)

This unusual herbal concoction is still made *only* by Druids who have managed to keep secret its numerous and rare (10% to find) ingredients. It is said that each one (1) ounce takes "two days to ferment properly" before it can be used and *must* be used within two hours of its finished creation. Each 1/10th of an ounce, *very carefully* dripped onto a single tooth will, in 31-90 seconds, utterly and totally **DISSOLVE IT OUT OF THE GUMS** without harming the surrounding area. In fact it "cauterizes" the hole after the tooth is

gone! A neat, fast way (though quite a bit painful during the dissolving of the nerves in said tooth) to get rid of bad teeth. Each single (1) oz (good for up to 10 teeth) costs 8-10 SP to make but will cost 4-6 G.S. on the open market. Or more if it is in short supply.

Ajheet (aka: Golden Smoke)

This paste looks, feels and smells like earthly, white library paste. Formerly made only by the Shamen of the southern deserts, it has become fairly common* elsewhere in the last 30 or so years. Each 4 oz dose takes 8 hours to make and is made from relatively common (80%) materials worth about 8-10 CP. Market price for that 4 oz will, however, run about 1 SP.*

This stuff is set out in a room (up to 13'x13'x13'), its crock or tin opened, then it is *lit*. It burns 4 hours or so, with a bright golden glow, giving off a mist-like "golden smoke". Permeating every nook and cranny of the *tightly* closed off area, it is a *very* effective fumigator. All lice, fleas etc are killed (100%) as are their eggs. All small rodents such as mice, rats, bats etc are also killed (75%). Those not killed are stupefied and will wander aimlessly about for up to 10 hours after the smoke dissipates (51-100 minutes after it quits burning).

All humanoids etc caught in it (with no escape) will have a 1% chance of asphyxiation per each HP in size *less than 100 HP*. For example: A character with 40 HP will have a 60% chance of choking to death. Time for this to happen is one (1) minute per each HP of the victim (i.e. 40 minutes for our 40 HP hero). However, unconsciousness will overtake them during their last 5% of HP (i.e. the last 2 HP of our 40 HP fellow).

* It is still much easier to find in areas surrounding that desert region so the cost elsewhere is 1-3x normal, depending on supply/demand.



A "rogue male" Rhai-Zirin — rare!

New Treasure, Artifacts and Other Arcane Items

Amulet of Arcane Might

Value: 80-100,000 GS **Size:** Finger-thick chain links and walnut-sized amulet with a weight of 12-16 ounces. **Color:** The chain is always silver, the amulet will vary according to the material used. **Description:** A heavy linked chain about 13" long, with attached amulet realistically carved in the likeness of a human heart.

Magikal Powers: The amulet has the trapped essence, soul if you like, of a magician/sorcerer inside it. The wearer of the amulet can, at will, cause this essence to flow into himself and thus obtain the arcane abilities of the magician (however great or small these were). In effect, they become the magician and may do everything (arcanelly speaking, that is) that the other could have done. If the wearer is not, himself, a magician, no matter! He can become one using the amulet's power!

Special Notes: There is a major drawback to using such an amulet: each time it is worn, used or not, there is a cumulative 1% chance that the magician's essence will "bond to the wearer", placing that person's soul in the amulet and taking over the body as its own! Add to this the 18% chance of this happening each time it is used as described above and you can see the inherent danger in it. Still as few indeed have even heard of such an amulet and fewer still of its "drawback", one should think that a few stupid or careless souls will still get "caught" from time to time.

Sorian Fire Sticks

Value: 25 GS **Size:** 18" long by 2 1/2" diameter and 1 1/4 lbs weight. **Composition:** Coal dust and other "goodies" on a wooden stick. **Color:** Brown wood and black "head". **Description:** A variant of the "Sorian Sparkler(s)" in AG VI, these are, essentially, large (waterproof) matches with a 66 minute burning time. They never "burn down" but stay their original size (only the last 3" or so of the "tip" is actually afire). They give off the heat and light normal for any regular torch; however, they are odorless and smokeless and will even function underwater!

Magikal Powers: While using some alchemical processes, they are nonetheless considered more "real" magik than alchemical in nature. Even with their relatively high cost, they are still fairly common to most well-to-do Arduinian adventurers.

Assassin Sticks

Value: 1,300 GS base cost per each pair plus 500 GS per each extra increment of killing power. **Size:** Always 18" long by 1 1/2" thick and 13 ounces weight. **Composition:** Unknown. **Color:** Dull black (non-reflective) **Description:** Once set into the ground and "primed" with the arcane activation phrase (usually 3 words) they become a sort of "land mine". Always used in pairs, they function as follows: whenever anything moves between them (they can be up to 13' apart) a burst of arcane energy arcs between them. This burst (one shot only) has a base damage potency of 21 HP, less 1 HP for each foot (1") farther apart than 7' that they are (beyond 13' apart they don't function.).

Special Notes: Each additional killing/damage increment (see cost) is for 7 HP worth of energy. Thus a pair capable of "firing" a charge of 91 HP potency would cost 6,300 GS to purchase if such were available — even the basic ones are quite rare and hard to find.

Final Notes: they may be "set" and "unset" (if not fired) up to thirteen (13) times but, once fired, they are used up and inoperable thereafter.

Battle Boots

Value: 100,000+ GS **Size:** Of a size to fit the average human male. **Composition:** Spider-silk-lined, tanned, troll-skin with airhark-hide soles etc. **Color:** Can be dyed to any hue but most often seen in black or charcoal grey coloration. **Description:** Knee-high boots.

Magikal Powers: When worn, they confer upon the wearer these abilities: to be able to leap horizontally up to 5' per each STR point and/or 3' vertically per point, safely; to be able to move (run) at a speed double normal; the ability to safely move across any slippery surface (naturally or arcanelly slippery); the ability to, literally, "walk on water" (or any other liquid) if so desired (ie the wearer must decide to do so for this single function to operate); the ability to adhere to any solid surface strongly enough to, again literally, "walk up walls" (at 1/2 normal movement rate).

Special Notes: The boots (not the wearer) are 100% acid and fire proof, regardless of potency and give +50% protection to the wearer's feet/calves to knee height from all cold (regardless of its potency). Finally, the boots (not the wearer) can "self-repair" any damage less than 800 HP worth (more destroys them) at 15% same per day.

Splinter Bolts

Value: 1,000 GS base cost plus 500 GS per each additional "splinter".
Color/Description: As per any normal crossbow bolt.

Magikal Powers: Simply put, once fired it instantly "splinters" into two (2) full-sized — normal in all ways — bolts! These bolts travel parallel paths some 3" apart.

Special Notes: They can be made in any number of "splinters" (see cost) and will always be 3" between bolts. Thus, allowing for the thickness of the bolts themselves (about 1"), a "six splinter bolt" would have "firing spread" of 19" (not counting the outside two's diameters)! The center bolt is the one that is on direct line with the aimpoint of the crossbow. The others are to either side. All "odd side" bolts will be on the "left" of the line of sight.

End Notes: While magikal enough to hit undead and were-creatures, these bolts (once splintered) are of no "plus" or added attack value, but function merely as regular bolts would. They are, of course, only one (1) shot devices (but what a shot).

(The) Helm of Hell (aka: Hellskull)

Value: 1,000,000 GS **Composition:** Cast (in 2 hinged pieces) entirely of **ETHRIL** (see "Black Metals" in AG V) in the form of a grinning, befanged demon's head. **Size:** Would comfortably fit most average human heads.

Magikal Powers: The wearer is given seven "great" arcane powers and six "lesser" mystik ones. These are (greater): the ability to always know any opponent's next attack move against him (thus having a 50% parry chance regardless of the prowess of said opponents and/or a BF add of 50! or +10 in non-BF combat); the ability to "see" into any of the 21 planes of Hell at will; the abilities to see the ethereal or astral planes as well (at will); the ability to converse fluently in any (and all) languages of the past, present or future(!); the ability to regenerate any and all "non-holy" damage at the rate of 18 HP worth per melee round to a total each day equal to their own CON score multiplied by 13 (i.e. $13 \times \text{CON} = \text{total regeneration allowed per 25 hour day}$) and the ability to cast the magikal "Morgorn's Spell of of the Red Death" (see AG I) once per melee round to a maximum of 18x/day.

The lesser powers are: +13 to their INT score; +7 to their EGO; +1d6 to their STR score (roll); +25% to their MRS; +7 to their DEX score, and an ability to fight at 7 ELs of experience (equivalency) higher than their real EL.

Special Notes: Once put on, the wearer becomes utterly, irrevocably

"EVIL" and full of contempt and hatred for all other beings "lesser" than himself! The GM determines how long this "conversion" takes but, in any case, the time to do so never exceeds 13 days (13 hours is more usual). Once the wearer has become evil he thereafter has only a 13% chance, each day, of taking the horrid helmet off, and for never more than a few hours (7 or less). Finally, all wearers become a sort of "Paladin for/to all demonkind" and ever work their nasty business.

Squirt Key

Value: 1,850 GS **Composition:** Several alchemical compounds in a spider-silk-lined leather "squeeze bulb". **Color:** It can be dyed (any color) or undyed. **Description:** A leather bulb with a screw-in ceramic stopper/lid, about the size and weight of a lemon.

Magikal Powers: When the cap is unscrewed and the tip is inserted into any "normal"-sized lock, the bulb is squeezed. This forces the alchemical compounds to mix together as they squeeze into the keyhole. 30 seconds later the stuff has hardened (glass hard) and is, in effect, a "key" that fits the lock perfectly. Carefully turned it will open said lock and, if unbroken, be usable again.

Special Notes: This item is one-use only and has no effect upon any traps or magikal surprises that may be in the lock. All it can do is trap/unlock the one particular lock it was squeezed into the shape of. Finally, due to its illegality virtually everywhere, no "honest" alchemist makes them. However some mages do (having "acquired" the know-how to do so)! So it is considered, in a technical sort of way, to be magikal and not alchemical.

Odd Weapons of Arduin

This section concerns some of the weapons that are, essentially, indigenous only to Arduin. At the end of each description they will be rated either: *Very Common*; *Common*; *Somewhat Rare*; *Rare* and *Very Rare* depending upon the percentage chance one would have of seeing one on any given day in a large city (75%, 50%, 25%, 10% and 5% respectively). The weapons are:

Marang-Tres (aka: Three Bites)

Type: Hand thrown missile **Size:** 3" along each edge **Weight:** 1 1/2 oz
Color: Varies, usually polished steel **Composition:** Same as colour
Description: Razor-edged metal triangles with a 1" diameter central hole.

Notes: Essentially a sort of large shaken/shuriken (for all battle purposes) that has found favour in the last 100 years or so amongst Thieves, Outlaws and other of the more clandestine types. *COMMON*.

Yesh-Yesh¹ (aka: Slash-Slash)

Type: Articulated metal chain/whip **Size:** a 6" handle and 5 to 8 segments each 4 1/2" long (i.e. 28 1/2" — 42" long overall) **Weight:** 7/8 lb handle and 5/8 lb segments (i.e. 2 3/4 lbs — 3 1/8 lbs) **Color:** Usually iron grey **Composition:** Can vary from bronze to iron through steel.

Description: Razor edge (both sides) chain segments riveted together much like a bicycle chain.

Attack: use the bullwhip (at +2) attack table and the short flail (at -1) for damage.

Notes: A relatively old weapon once highly regarded by Goblins and their ilk but now relegated to only those clans unable to afford "better" weapons. *SOMEWHAT RARE*.

Amak-Amok² (aka: Smash-Bash)

Type: Double ended weapon with double axe head on one end and large spiked mace head on the other.³ **Size:** 4'-5' haft plus their respective heads **Weight:** 9-12 lbs **Color:** Varies, usually iron grey **Composition:** Variable but most often all of iron or bronze. **Description:** see preceding **Attack:** As mace, battle axe and/or battle-stave

Notes: For all but Dwarves (the weapon's originators) or a very few especially trained Martial Artists, all attacks with the weapon would be

at -5. But for those two exceptions it is +5 (to BF). This is an ancient Dwarven weapon so seldom used except in formalized duels. *VERY RARE*.

* see illustration in The Arduin Adventure

Chach-Preen³ (aka: Whipclaw)

Type: Long handled, flexible metal claw **Size:** 39"-48" **Weight:** 2 5/4-3 1/2 lbs **Color:** Usually polished steel **Composition:** flexible spring steel **Description:** Three long curved steel whip-like pointed "claws" bound together at the handle by leather strips (about 4"-5" long handle) and at "wrist" and "knuckles" by steel rings. Sort of like a kitchen whisk but ending in pointed steel, not loops. **Notes:** An extremely new Khai-Zirin weapon (introduced about 7 years ago) that is still seldom encountered anywhere but in Talismondé (Arduin's capitol). Consider it a whip (+2) for attack purposes and identical to a Bagh Nakh for damage purposes.

Nyang-Nyang⁴ (aka: Kill-Kill)

Type: Modified bullwhip **Size:** 8'-12' **Weight:** 8-5 lbs **Color:** All black **Composition:** Crocodile leather whip with bronze spikes in a lead ball **Attacks:** As a bull whip (60% chance) and/or long flail (40% chance)

Description: Essentially a bullwhip with a (2 1/2") spike studded lead ball (2" diameter) at its tip.

Notes: This weapon is now in moderately widespread use amongst some of the "more civilized" of the desert Saurig tribes. *SOMEWHAT RARE*.

¹ from the Goblin ² from the Dwarven ³ from the Khai Zirin
⁴ from the Saurig

Odd Technological Weapons and Other Boo-Bads of Arduin

Paranga

This weapon resembles a crossbow *without* the bow but with a metal box in its place. It is spring wound like a watch (with an 8"-10" brass key) and then loaded with three (3) circular saw-like blades (usually about 6" in diameter). It can be cocked and fired up to three times in one (1) melee round (i.e. one shot every 2 seconds or so). Reloading takes 1 melee round (6 seconds) and rewinding requires 60 seconds *less* one (-1) second per each STR point *more* than 14 of the winder. For example an 18 STR person would need 56 seconds (i.e. nine(!) melee rounds *and* two seconds) to rewind. The blades do 1d8+1 (2-9) HP of damage, have a base 13% RCH; 3% impalement chance and a maximum range of 100'. Developed originally by Gnomes of the Barrow Hills, they are now used quite extensively as "anti-boarding" weapons by the free traders of the Rainbow and Southern Sea areas. They cost *three times* what an excellent heavy crossbow would and their "blades" run about 7-9 SP apiece (not cheap!). Availability is, however, quite low (9%) in most areas *except* the Southern/Rainbow Sea locale where it runs about 30%. Any 4th EL or better Techno can probably (75% chance) make one of these weapons.

Queejit

This thieves' tool resembles a small automatic pistol with a "bundle" of rods, picks and other small "tools" instead of a barrel. This metal device is held like a gun, the tool bundle inserted into a lock and then the trigger is used to manipulate the inserted pieces. It opens (but *not* disarms) locks on a 75% chance. However it *also* destroys the lock mechanism in the process. So, if it *fails* to open any given lock, said lock is *permanently* locked shut and *cannot* be opened with a key. A Queejit which can manipulate a basic Level-One lock costs about 500 GS. Each additional level of locks it can handle (i.e. each *different* "tool bundle") costs another 450 GS. It is available *only* to Thieves on about a 33% base availability at EL 1. Each EL above that adds 3% to the chance of *buying* one. Do note that *many* nations consider the mere *possession* of a Queejit *as a crime*. So be warned. Finally, only Technos of EL 8 or better who have "Mechanical Devices" as their primary area of expertise can make these items.

Springer

This device is nothing *less* than a steel atlatl (spear thrower) with a key-wound, spring-loaded "booster". The additional "boost" given to any spear launched from it has +50% range; +5% impale and +3% RCH chances. It also adds 1d4 extra damage to its impact. However due to its weight, its encumbrance penalty is *tripled*. It takes 30 seconds, less 1 second per each STR point above STR 15, to wind/cock it (2 second *minimum*). It normally has a 75-150 GS cost depending upon its "extra goodies" (i.e. silver or gold etc inlays). Availability varies widely from locale to locale, from a high of about 40% (chance to *buy* one) in the eastern plains nations to a low of 1% (*or less*) in the heavily populated city states of the western coasts. Any EL 3+ Techno could make one of these handy items.

Spark Box

Essentially a *fuel-less* flint and striker wheel "lighter" that shoots sprays of sparks into waiting punk/wood shavings to start fires. About the size and weight of terrestrial "zippos", they come in all colors, materials and costs from a low average of 3 GS for a tin box type to as much as 1,200 GS for one made of mithril and jewel-encrusted. All, however, have a small compartment in their base to store 4-10 spare flints and an extra striker wheel. Availability is at least 90% worldwide. Any EL 1 Techno could make a spark box.

Clanger

About the size of a terrestrial alarm clock, this usually-metal device is, in fact, a form of burglar alarm. It is key-wound (takes about 10 seconds) and then hung from a door or window latch. The "arming" lever is then thrown and, from that point onwards, if the latch moves more than 1/8", it will "go off" in a raucous cacophony of clattering/ringing "bells". They are simple but quite effective and with an average cost of 3 to 5 GS (and a 75% availability world wide), they are quite popular. Any EL 2 Techno can make one *if they specialize* in mechanical devices.

Rholchard (aka: "PopSpike")

Essentially a stiletto with an overlong handle (hand and a half). The weapon is "cocked" by pushing forcefully upon its point which slides 4" up into the handle (12" total blade length, 8" showing when cocked). Thus there is a "four inch surprise" which can jab outward, adding +1 to (BF) attack and +1 to damage. It also adds +10% to impale and

+3% to RCH chances. These stilettos cost about four times (4X) what a normal one does and have a 20% availability worldwide. It takes a weapons systems specialist Techno of EL 2 or better to make one of these devices.

Double Thump

This "double mace" has two spiked ball heads, one atop the other. The upper one has a 5" shaft that is shoved down through the hollow top of the bottom mace head. A STR of 16+ is needed to do this as the steel spring inside the lower (hollow) mace head is quite strong. Once down and locked the weapon can be used as a normal mace but with the following attributes: +1 to (BF) attack; +1% to RCH probability and +1-3 HP of damage. It is also +60% to encumbrance. However the wielder can also, at will, "fire" the upper spiked mace head up to 15'! This form of attack is equivalent to a sling attack (in hit probability) for game purposes and does full mace damage. Note, however, that once the upper part is gone, the remaining mace is somewhat lighter than is normal for such a weapon, so its attack is at -1 (BF). Though not a rare weapon, it is still uncommon, with only a 10% availability worldwide. EL 3 Technos (as per PopSpike) may make these weapons. Figure their cost at 4-5 times that of a regular mace.

End Notes

Unless noted otherwise, the Techno's cost to produce one of these items will range from 33%-55% of the quoted retail price. Note also that few Technos will make weapons unless employed by the Weapon's Makers Guild.

Notes on Mythic (and other) Metals

This is to give players an idea of just how "strong" the special metals in use in Arduin are, as expressed by their ability to resist heat. A few of the "mundane" ones are listed just to give you a sense of scale. Here then are the metals:

Material by Melting Point		Material by Vapor Point	
Water	32	Water	212
Lead	622	Lead	3171
Plutonium	1184	Silver	3830
Silver	1769	Ethril	3950
Gold	1947	Gold	5252
Ethril	2100	Iron	5432
Iron	2797	Brozahrrium	5664
Brozahrrium	2886	Plutonium	6080
Yaddrak	3000	Rosantium	6818
Platinum	3222	Platinum	6928
Rosantium	3390	Vartium	6976
Yaddran	3500	Silbony	7240
Vartium	3610	Yaddrak	7287
Silbony	3650	Yaddran	7501
Stellaine	4088	Orichalcum	7994
Orichalcum	4393	Blachalcum	8373
Molybdenum	4730	Molybdenum	8403
Blachalcum	5000	Carbon	8750
Carbon	6422	Stellaine	-??-

End Comments

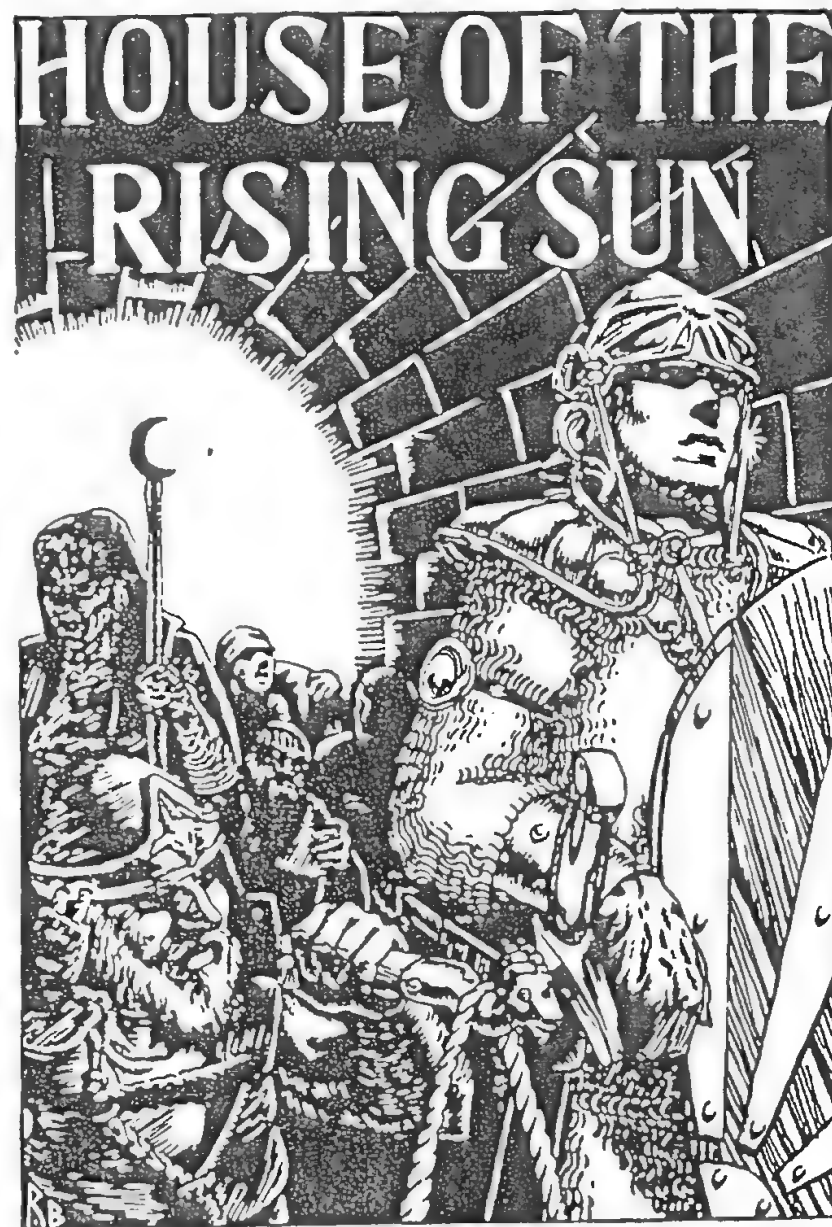
This book begins the last of the three trilogies concerning Arduin. The next two books are, tentatively (!) titled "The Winds of Chance" and, perhaps, "End War". A lot remains to be done on these works but, never fear, I am certainly up to it. My health has improved somewhat since my heart failure last February and I am now able to, once again, devote my full time to writing. Knowing that the doctors have "set a time limit/deadline" on how long my heart will still be able to function has given me a new and wonderous insight into life, love and the world(s) in general.

Now I eagerly await the completion of my last two Arduinian works (hopefully in the next twelve months) and know they (as are they all) will be fitting guide posts to leave behind for all of you who follow in my footsteps into the golden dream that has been, and ever shall be, ARDUIN.

Please feel free to send me any suggestions you might have as to what you'd like to see in the last two tomes. Believe me, I am always happy to read what you have to say. Who knows, you just might find yourself "immortalized" in their pages. So, do it, don't be shy.

Finally, I'd like to give my love to Brigitt one more time. She has made a bad year good again. *Mahal na mahal kita my asawang.*

David Hargrave
July 1987



Arduin Grimoire III

ISBN 0-84016-96-X

David A. Hargrave

8th of 83-008

From the World of Arduin by David A. Seargrave

Sometimes the forces of the Multiverse move ever so slowly as they grind out the cosmic tapestry of fate ... so slowly, in fact, that occasionally many people believe that certain places and worlds are but little more than dim and dusty legends of a distant and shining past nevermore to be heard of or seen again.

But take heart! The intrepid explorers of the mighty realm of Dragon Tree have once again found the hidden gateway to that oldest and grandest of all legendary worlds ... **Arduin!** Once more, the shining path glitters its rainbowed-hued invitation to all brave travellers who would dare the ancient and awesome mysteries of every-changing, ever the same, Arduin.

Dark Dreams — Arduin Grimoire Vol V — \$8.50

Visit the street-gangs of 'Talamonde'; investigate the infamous "Black Metals" and the silks of arachnid origins; learn secrets of Orc alchemy, "Rogue" magiks, new spells and Prismatic Walls. Also included is the new character class, Gladiator, and a rare breed indeed, the Mini-Dracs, as well as other new monsters and more.

The Lost Grimoire — Arduin Grimoire Vol IV — \$9.95

New spells; arcane alchemical concoctions; mystik artifacts; horrid creatures and monsters from legend and nightmare; strange new character races; a compendium of ruses, trick and traps; the holidays and festivals of Arduin; a look at a very special place in the dread "undercities" of Arduin and much, much more.

• • • • •

MORE Arduin

BOOKS

Are Available from

GRIMOIRE GAMES

P.O. Box 2813, El Cajon, CA 92021

THE SERIES INCLUDES:

The ARDUIN ADVENTURE *Boxed Game*
The ARDUIN ADVENTURE *Rule-Book only*

The ARDUIN TRILOGY *Boxed Set*
The Arduin Grimoire Vols I-III

The ARDUIN GRIMOIRE *Volume I*

WELCOME TO SKULL TOWER
Arduin Grimoire Vol. II

The RUNES OF DOOM
Arduin Grimoire Vol. III

CALIBAN *Arduin Dungeon #1*
Level 8+

The HOWLING TOWER
Arduin Dungeon #2 Lev. 1-4

CITADEL OF THUNDER
Arduin Dungeon #3 Lev. 5-8

DEATH HEART
Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.



New Releases from Delos!



City Delian Book of the Dead — \$9.95

The vade mecum of the Planes of the Abyss and the multitudinous realms of the Neather Worlds, *The Delian Book of the Dead* includes a dastardly miscellany of new traps, poisons, artifacts, devious Delian spiders, Master Thracian's Apologia of Grave Robbing, two new character classes: Archeologist and Deceased . . . and more . . .

Absolutely essential . . . the one volume which no Ghost (or Mortal) should be without . . . A. Bierce — *Stygian Review*

Beyond City Garrod Cable — \$9.95

Delos is a strange and wonderful land and, herein, you will visit the Heavy-Metal and Inverse islands, the Barony Keys, the Specerian Group and other interesting regions . . . but Delos is much more than geography and thus you will also learn of the customs, cultures, commerce and cosmology of these lands.

But wait, there's always more — and here we introduce a new dimension in gaming to carry you and your players beyond the conventional table-top into a world designed to provide new challenges for experienced players as well as excitement and participation for the novice . . . regardless of your rule system . . .

Monstrous Civilizations of Delos — \$9.95

In Delos, Monsters aren't always . . . Visit the Ogre Nations of Delos, travel the Forests of Night to meet the Wampyr and Wool-O-The-Wisp and explore the legendary Broken Lands. As you journey through the *Monstrous Civilizations of Delos*, you will learn the real perils of succubii, how to get a giant drunk and (maybe) what has become of the fable Gnoptic Chalice.

For catalog,
send Self-Addressed, Stamped Envelope
to
Dragon Tree Press

The Forgotten Paths of Dailn

By Chuck Montgomery

It was the last chance for Gavin Fallow
and he knew it.

Just one more mistake as apprentice to
the Wizard Albion and it would be back to
the farm — literally.

Yet being sent on a simple errand into the
backwater village of Grammercy to pickup
a purchase from the local apothecary
seemed no cause for concern. After all,
what could possibly go wrong?

Nothing... Until the package is stolen...

Then Gavin finds himself in a desperate
race against time and the shadows of
Grammercy's forgotten past to return the
parcel before he loses everything.

But there are other secrets lurking in the
Woefall mountains and Gavin's may be the
biggest of them all!

"The Forgotten Paths of Dailn" is the first in a new series
from **The Dragon Tree Press** that allows you, the reader, to
control the destiny of the hero of the book.

But be warned... This series bears no resemblance to the less
challenging "pick your own" books commonly available. "The
Forgotten Paths of Dailn" is a game of wits
between you and the author.

A game he expects to win...



ISBN 0-940918-30-7 Stock #82-013

Also Available from THE DRAGON TREE:

Playing aids to enliven any game system...

From THE WORLD OF DELOS!

Please ask for our books at your local hobby shop. If not available, you are welcome to mail order direct from DRAGON TREE. Add \$1 shipping per order. For current catalog, send a Self-Addressed Stamped Envelope.

HANDBOOK OF TRAPS & TRICKS

A modern rendering of the Azure MS of Master Engineer Humphrey Tappercoom (AKA The Blue Book of Hengist); this details over 100 fully-statted, ready-to-play dungeon traps, whether Magical, Mechanical or Techno. Low-level, High, or Super-Complex. NO INSTANT-KILLER traps are included! These are PLAYABLE traps - clues precede them, escape is possible and requires brains, not monte-haul hardware. Digest size book, 104 pages, 40,000 words - \$9.95

THE BOOK OF ARTIFACTS

THE BOOK OF ARTIFACTS contains over 200 new magick items with complete descriptions, stats, prices, powers, uses and mouses. Rules are given for player-character construction of magick items in a mana-rich (IE Percentage and Fumble) world. Any first level can make a Staff of Power, which will do...SOMETHING. WATCH OUT!!!!

Construction rules include The Six Essential Steps, the Seven Optional Steps, Spirit Tables, notes on the Nature of Delian Magick, penalties, fumbles, crooked item tables, demagicking and notes on the results of improper construction or misuse of items.

Richly annotated by the Graf D.Z.G.N.D. Posvolsky, Twyla von Lippmanova, Master Humphrey Tappercoom, G.F. (AphD) Samuel - 30,000 words - \$7.50

AMAZON MUTUAL WANTS YOU!

Four low-level modules suitable for THINKING players. Most AMAZON MUTUAL LIFE ASSURANCE jobs involve rescuing prisoners or recovering bodies of policyholders and returning them for resurrection by AMLA clerics, but not always...! Expect the consistent, sneaky and devout!! \$6.00

DESERT PLOTS: AMLA II

A Bastardized Cross Between Book of Plots and Amazon Mutual. AMLA sends the party to rescue kidnapped Scholar Rocmina in the Great Southern Desert. 2 ready-to-play Modules and 5 Plot Outlines lead your victims a desert-mystery-campaign chase after Lady R and the bandits, who just happen to be her old comrades, through the Vale of Maya and the Elreet Winter-Sports Spa on the Plane of Fire...seeking answers to such Burning enigmas as Master Ovid and his Good Demons; the Pure Gold Counterfeit Coins, the Sexual Moors of the Elreet Queen (and who kidnapped HER?), and what Immoral Temptation does Belworth George, Paladin of St. Falwell, need rescuing from...??? \$7.50



THE DRAGON TREE

1310 COLLEGE AVE, SUITE 1151

BOULDER, CO 80302

INSTIGATOR'S NOTE re THE LOST GRIMOIRE: Prior to June 1984 there were no plans to publish any more Arduin material in Grimore format.

I want the world to know it was me, Mary, who had the idea for publishing this and sat on the floor of Dave's mountain redwood house, under his lavender silk Phraint banner chanting "We want a new Grimore" till he agreed.

Mary Ezell - Dragon Tree

THE DRAGON TREE SPELL BOOK

In the Spell Book are found over 200 spells including 2 NEW TYPES! - DRAGON MAGICK SPELLS and ZERO LEVEL SPELLS.

DRAGON SPELLS are strange and powerful. Magicks normally known only to Dragonkind (and high level NPCs) - here detailed for the first time for those Player Characters trained enough to learn them. Such include: Time Stop, Body Pin Teleportation, Shadow Walking, Animate Treasure.

ZERO LEVEL SPELLS (FIRST published in Delos, LATER proclaimed in other parts of the Multiverse) are household and guild spells so simple that even a First Level Mage may know several at once! They include: Bail, True Track, Clamp, Sharpen, and Costume and Spunk (Try those last two on the next Orc you fight, they do GREAT things for his morale...!)

Regular Players' spells range for 1st to 10th level and include Lycanthrope Power, Murphy's Law, Time Rewind, and Attack Other Planes.

Also in the SPELL BOOK are excerpts from Theologian Newton's Theory of the Four Manas - a unified field theory of the 4 Major Magick Systems known in the Gaming Multiverse, including checklist and aids for the DM in constructing his other OWN magick system, incorporating Memorization, Mana Points, Percentage and Fumble and Local Mana to his or her OWN taste. Also gives the first DETAILED book rules for Percentage and Fumble and Local Mana systems.

Included also is a compact rule set for refereeing Player Characters. Original (ie Improptus) magick spells. Anyone can try anything and SOMETHING will probably happen, watch out AGAIN!!!! Digest size book, 86 pages, 40,000 words - \$7.50

THE BOOK OF PLOTS I

Here are TAVERN TALES FROM DELOS - a totally NEW kind of GENERIC gaming supplement, providing PLOT OUTLINES for over 30 dungeons, which can be the base for original adventures or inserted into ready-made modules of ANY system. Each scenario includes detailed Rumours, pre-dungeon Clues and Encounters, NPCs etc.

These are stories about real PEOPLE, not politics, and include City, Overland, Village, Underground and Dungeon, Comedies, Tragedies, Hoaxes, Poems and Con-Games - \$7.50

MONSTER FILE I

48 new fantastic monsters, all levels. Illustrated picture of monster on one side, full ready-to-play stats on the other (may be cut into 'Monster Cards' if desired) \$6.00

PICK A CARD AND ROLL FOR INITIATIVE!

"... clown, thou perishest; or, to thy better understanding, diest; or, to wit, I will kill thee, make thee away, translate thy life into death, thy liberty into bondage; I will deal in poison with thee, or in bastinado, or in steel; I will banty with thee in faction; I will o'er run thee with policy; I will kill thee a hundred and fifty ways, therefore, tremble and depart!"

Shakespeare - AS YOU LIKE IT



Dragon Tree Press

1085 14th - Suite 1502 Boulder, Colorado 80302